THE ART OF RATCHET & CLANK™

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Special Thanks to
Chad Dezern, Greg Phillips, Ryan Schneider,
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Advertising Sales: (503) 905-2537
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Published by
Dark Horse Books
A division of
Dark Horse Comics, Inc.
10956 SE Main Street
Milwaukie, OR 97222

DarkHorse.com
InsomniacGames.com

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First edition: February 2018
Digital ISBN 978-1-50670-573-6

Library of Congress Control Number: 2017950826

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FOREWORD

For almost twenty years *Ratchet & Clank* has been a labor of love for all of us at Insomniac Games. I don't think any of us realized back in 2000 how many worlds Ratchet and his buddy would eventually visit, how many alien species they'd encounter, or how many fans they'd gain along the way. Back then we just wanted to tell the story of a friendship between two unlikely underdogs . . . and have a little fun with some ridiculous weapons.

Today Ratchet and Clank are truly part of Insomniac's DNA. Moreover, it's humbling for all of us to hear from fans how much Ratchet and Clank have meant to them over the years.

On behalf of all Insomniacs and our friends at Sony who have supported *Ratchet & Clank* from the beginning, I want to thank our passionate fans for their dedication to the spacefaring duo.

We hope you enjoy this visual journey across the *Ratchet & Clank* universe!

TED PRICE
Founder & CEO
Insomniac Games

Full Frontal Assault forest concept art.

1

THE BEGINNING

After three *Spyro the Dragon* games, the Insomniac Games team began work on its new game; but *Ratchet & Clank* wasn't its first idea.

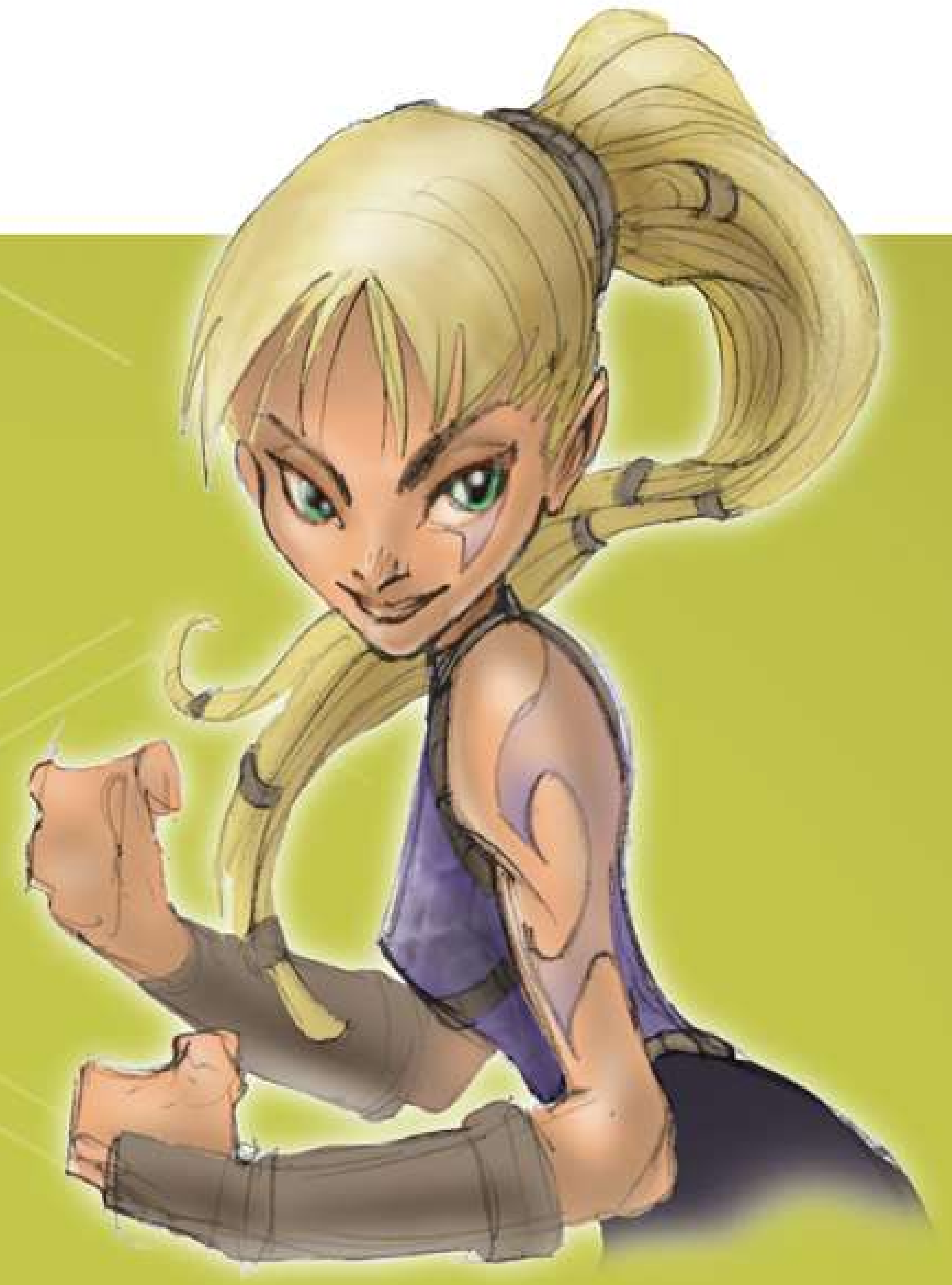
Insomniac's first attempt at "I-5" (the fifth game following *Disruptor* and the *Spyro* trilogy) wasn't set in a galaxy far away. In fact, the basic concept went through several sweeping changes. Most of the development time leading up to *Ratchet & Clank* was spent making a game affectionately referred to with the tongue-in-cheek working title *Girl With a Stick*.

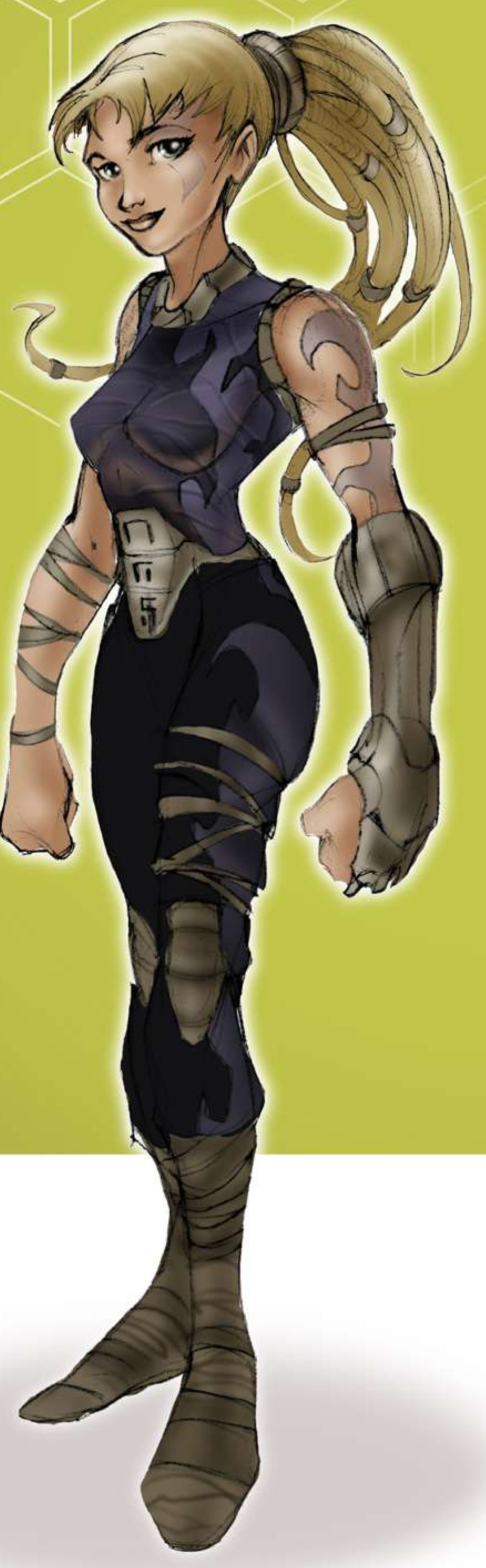
After three Spyro games, Insomniac was determined to make a game featuring a protagonist with opposable thumbs. The team loved Spyro, but there are only so many mechanics a purple quadruped can support beyond running, jumping, gliding, and breathing fire. A protagonist capable of holding weapons, on the other hand, presented a range of new possibilities. However, developing a new intellectual property on the new PlayStation 2 platform was already a daunting challenge and adding all those new mechanics increased the challenge even more.

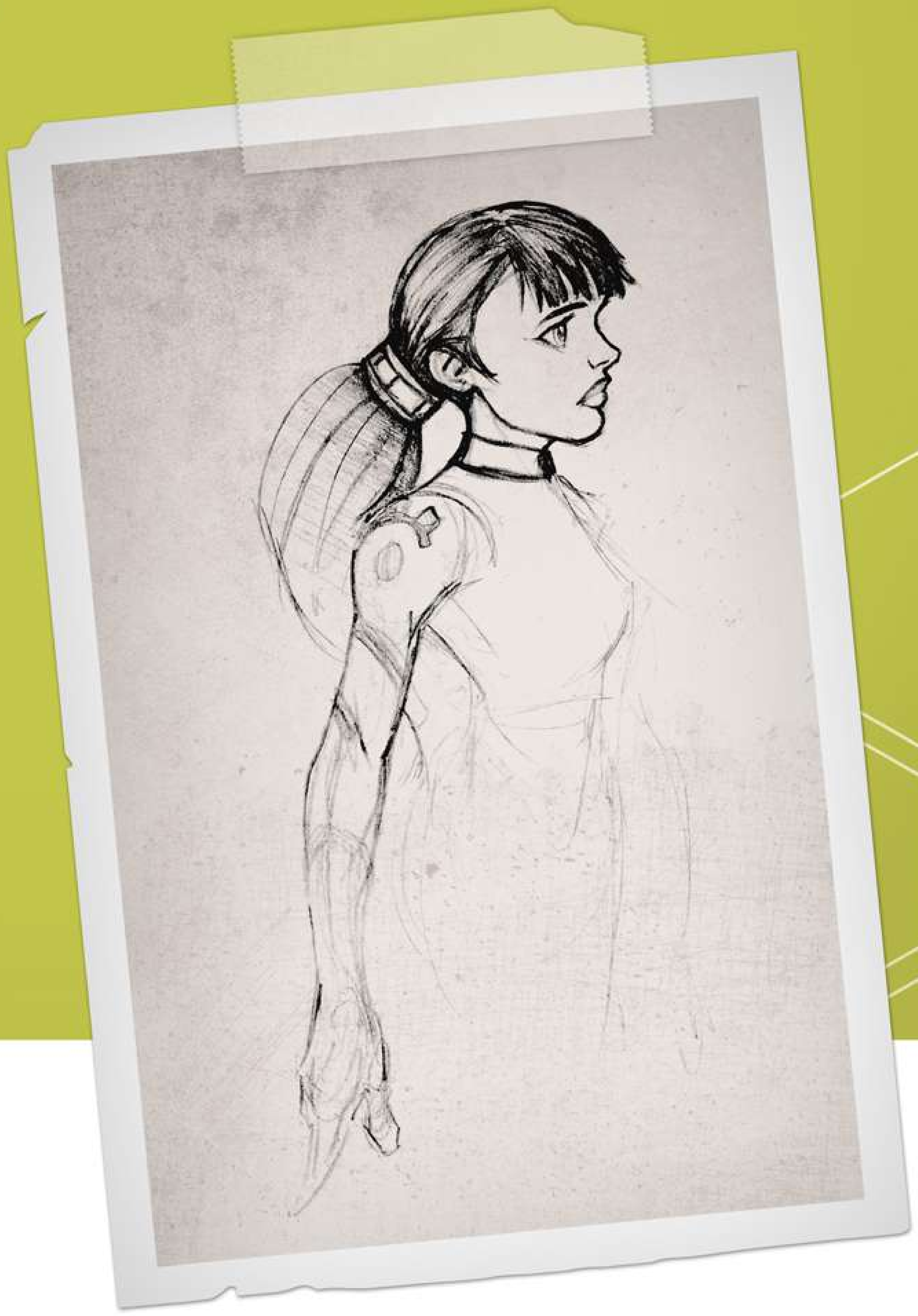
The world in *Girl With a Stick* was loosely based on Mayan architecture. The technology of this world was primitive, with a more grounded take on fantasy than the *Spyro* series. The game was vastly different from *Ratchet & Clank* and yet, the bipedal hero, lush worlds, and long draw distances paved the way for the sci-fi world to come.

Much of the *Girl With a Stick* artwork on the following pages has never been seen until now.

GIRL WITH A STICK

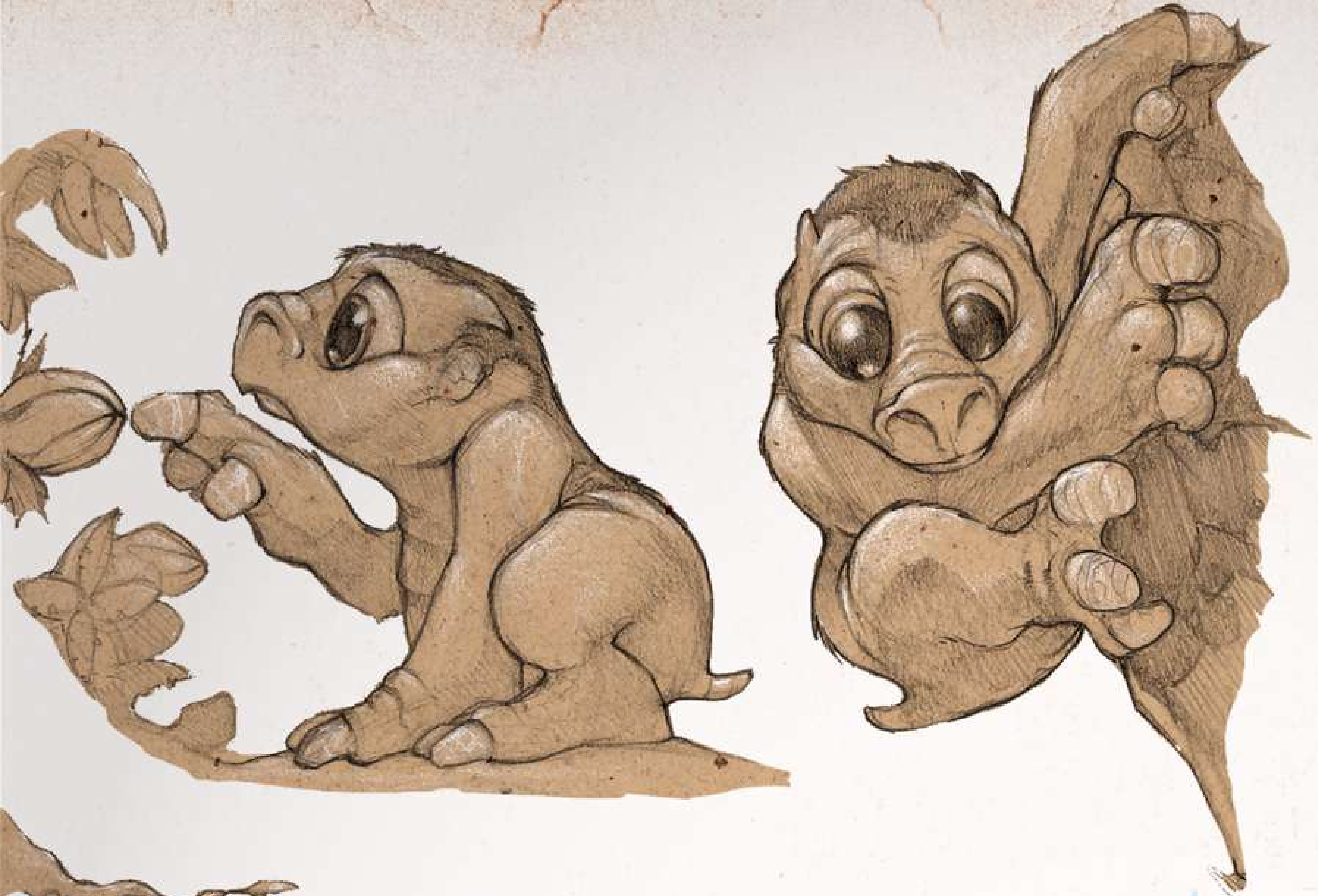


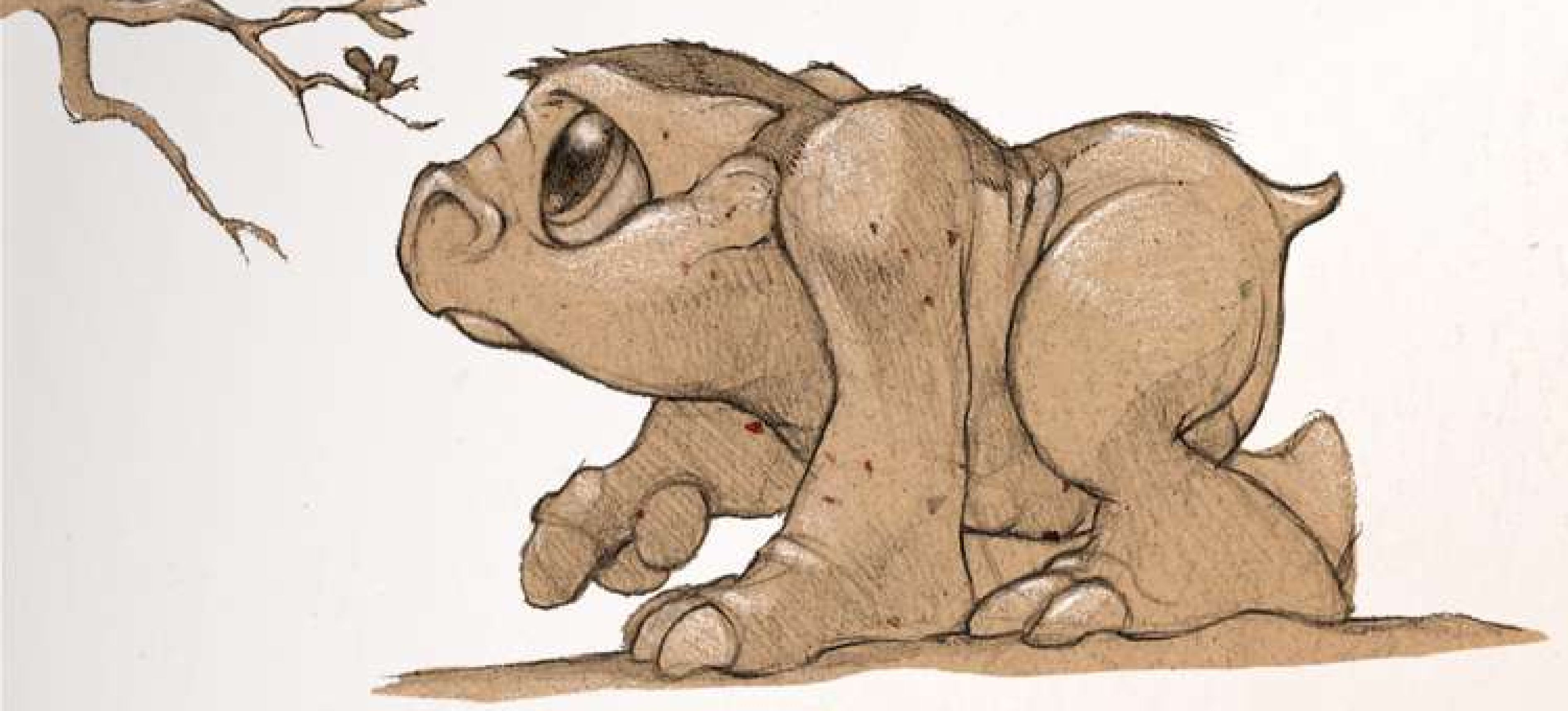


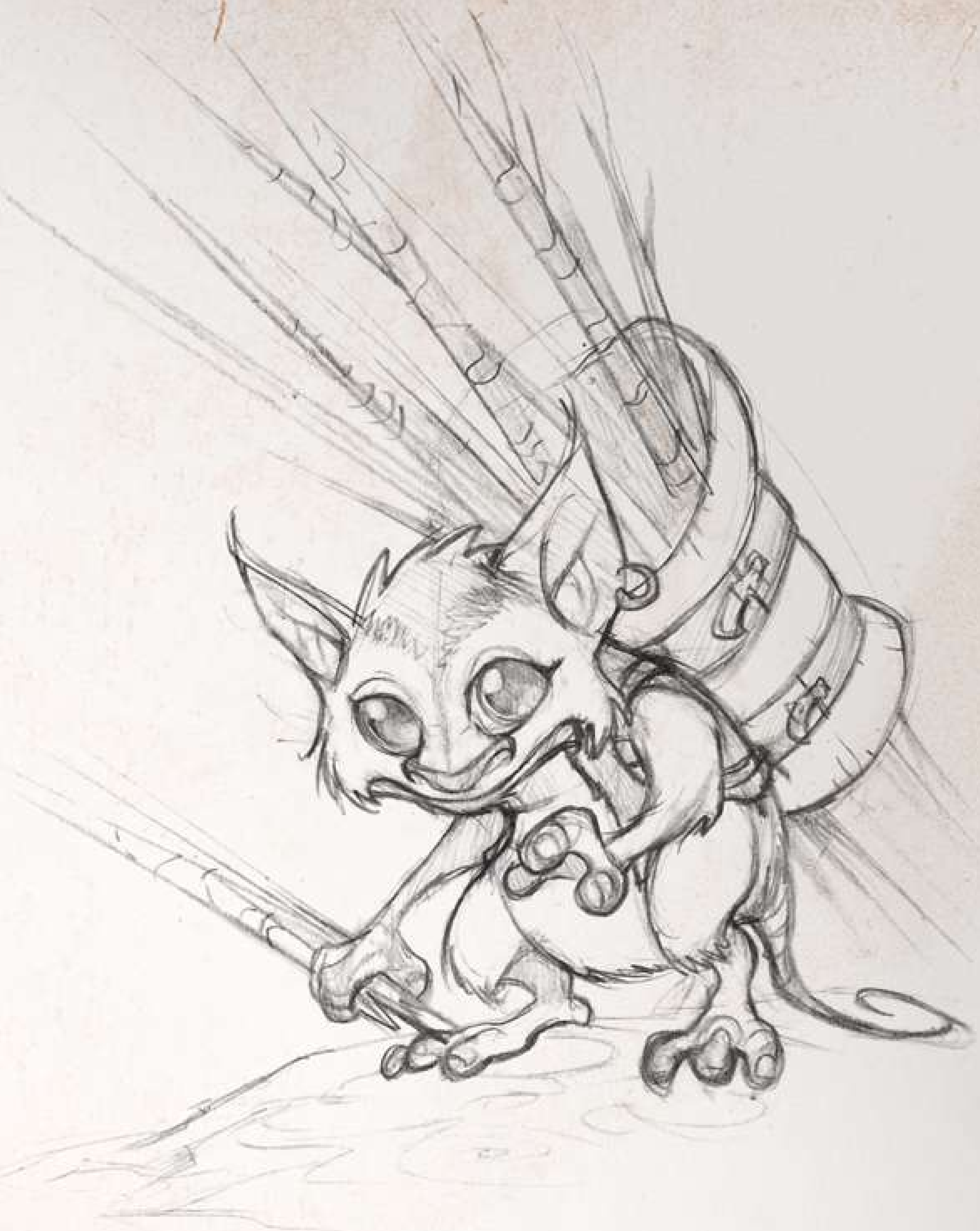


THE UNNAMED HERO

We explored several looks for our hero early in production. Yet the mainstays of flowing hair and magical tattoos became the focal points.

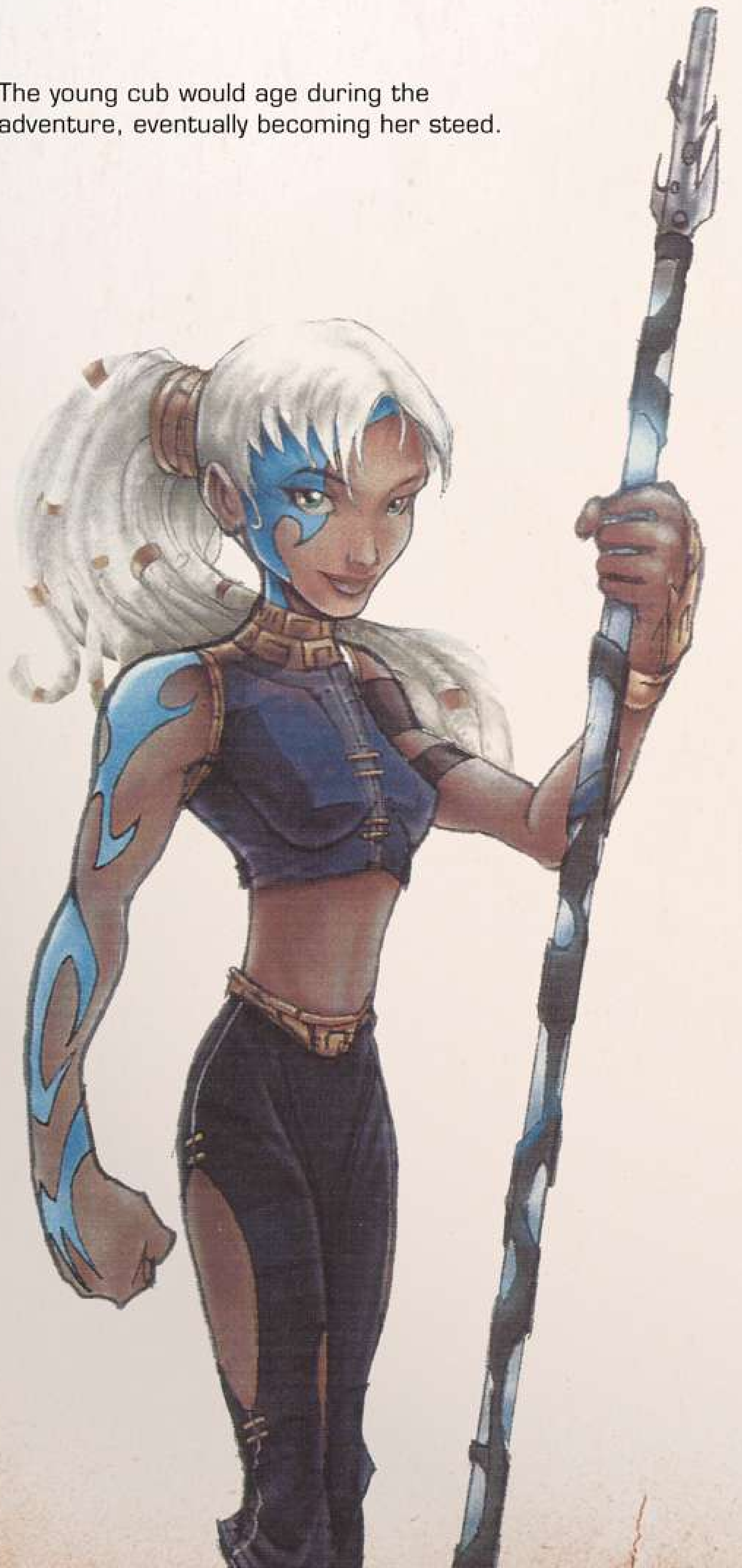


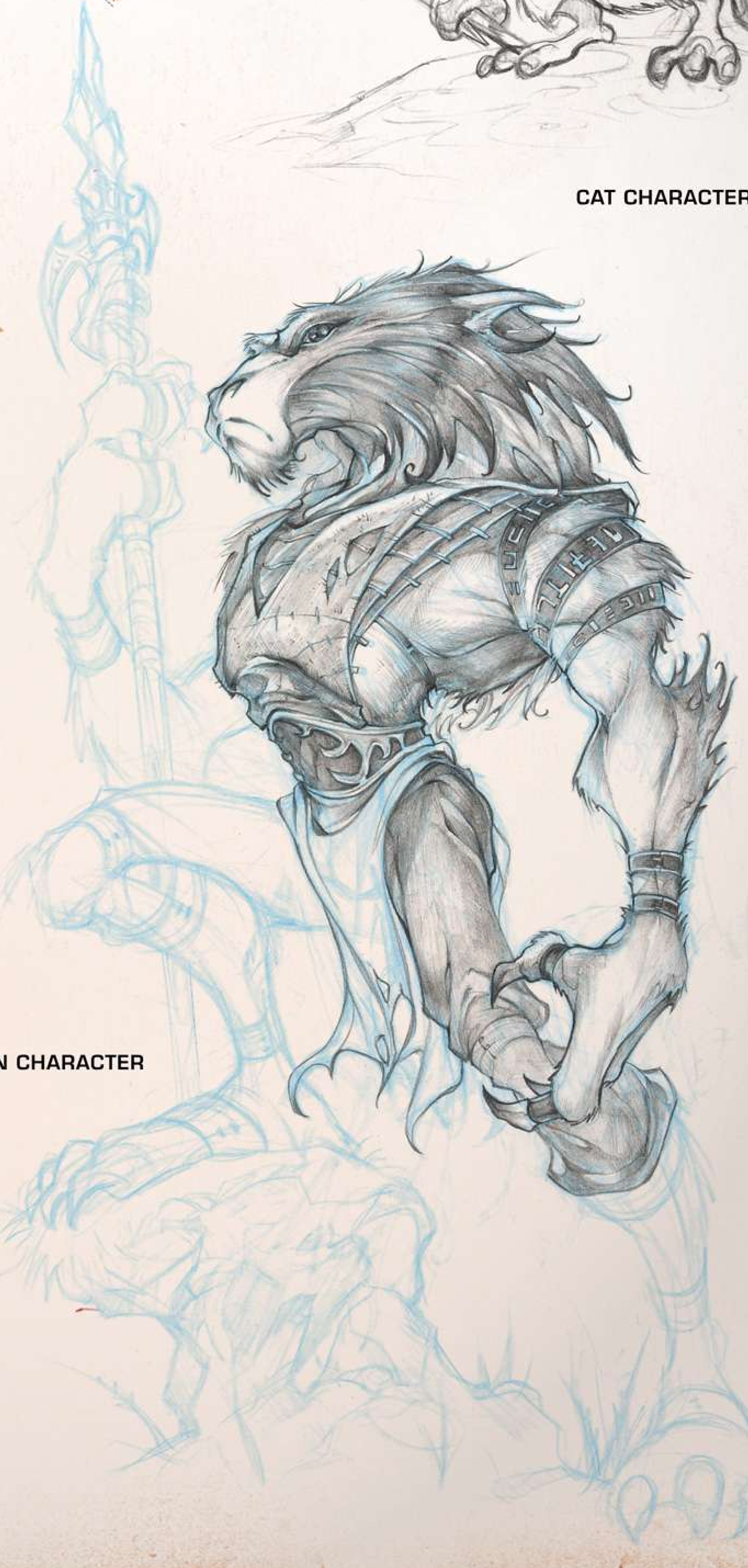




CAT CHARACTER

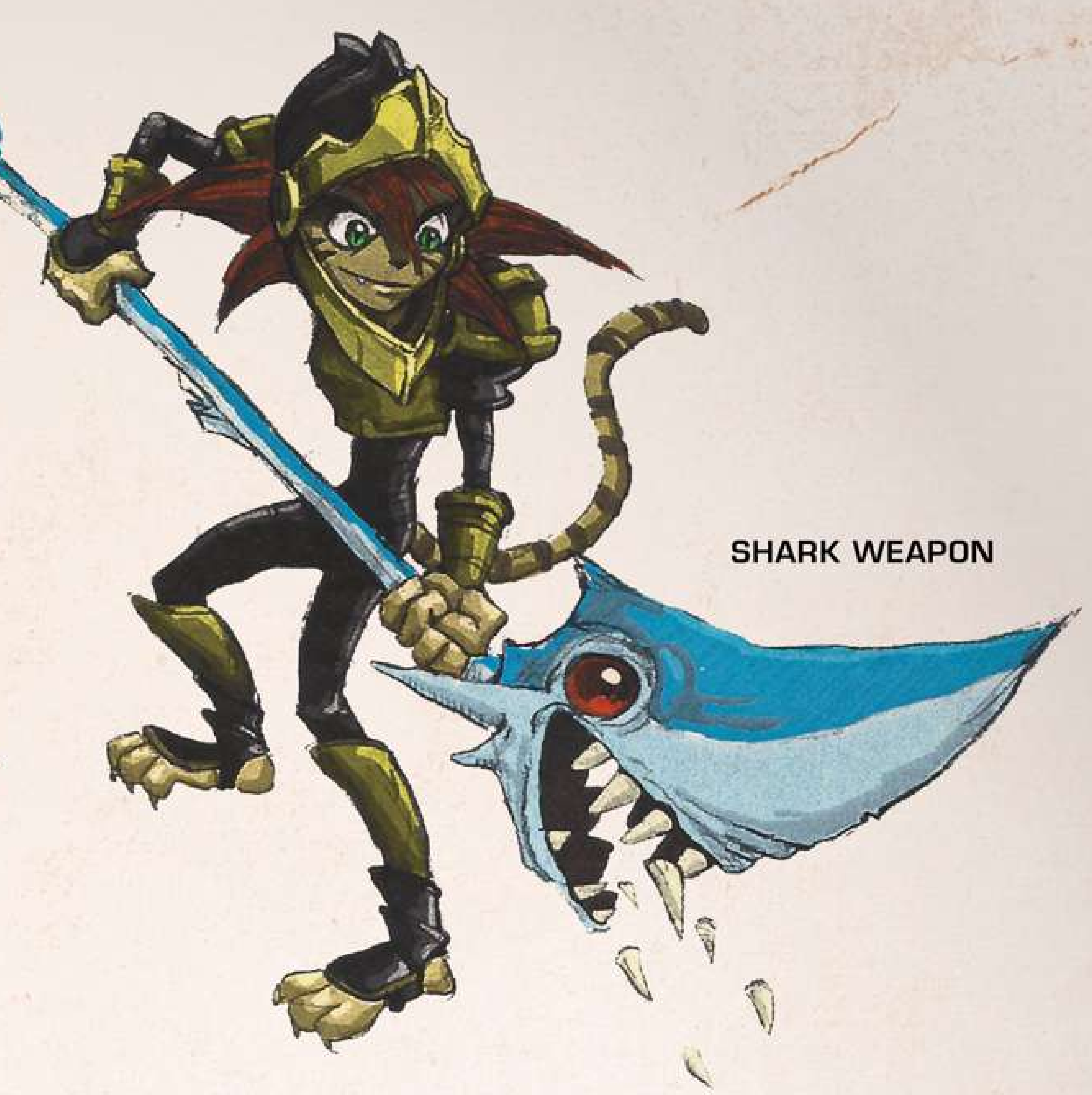
The young cub would age during the adventure, eventually becoming her steed.

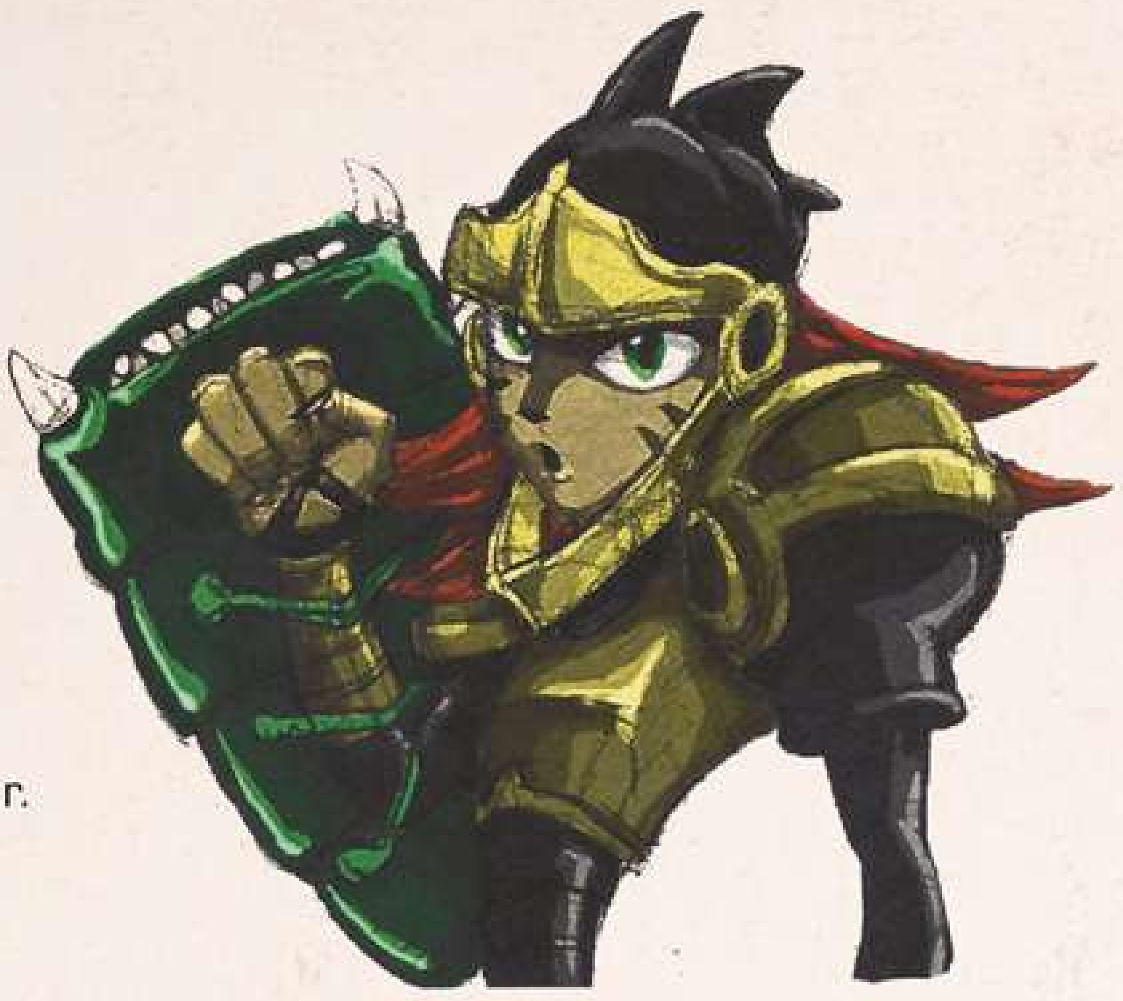


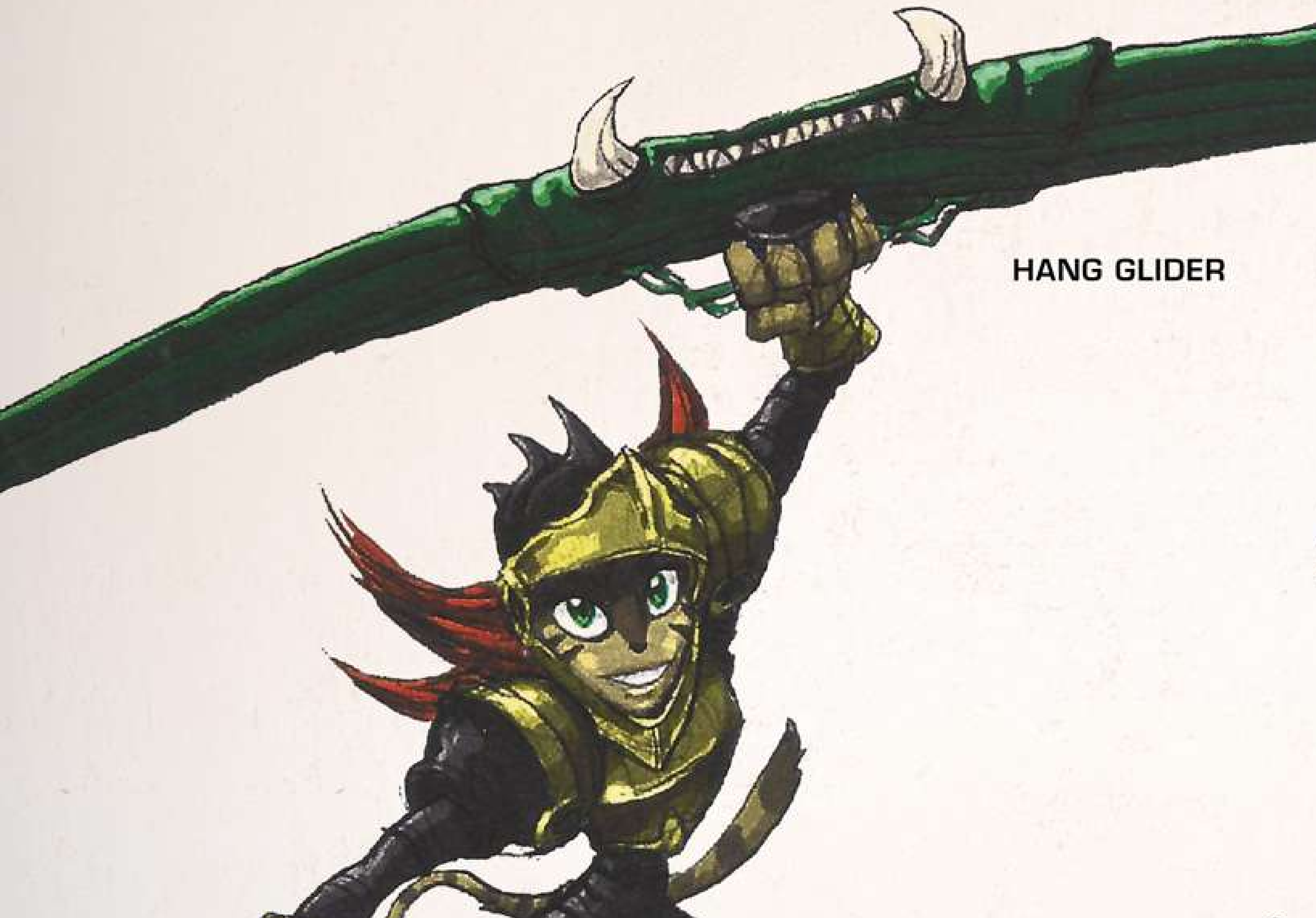


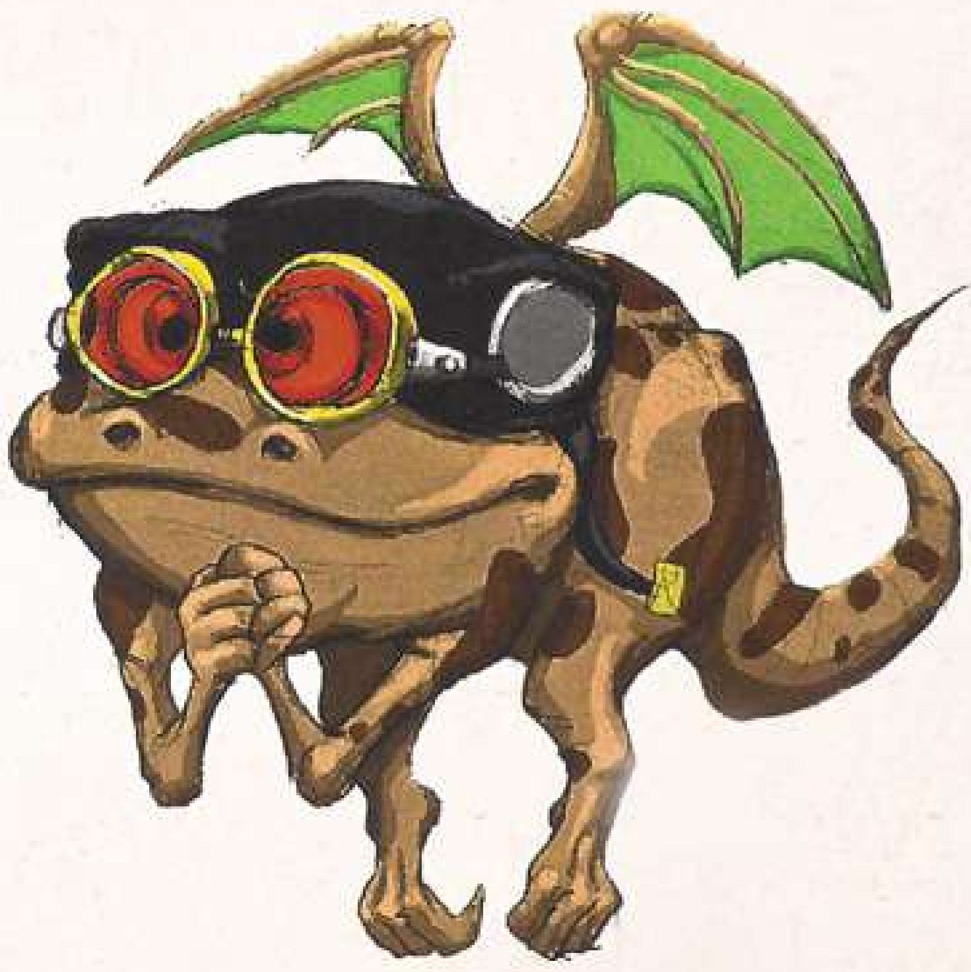
LION CHARACTER

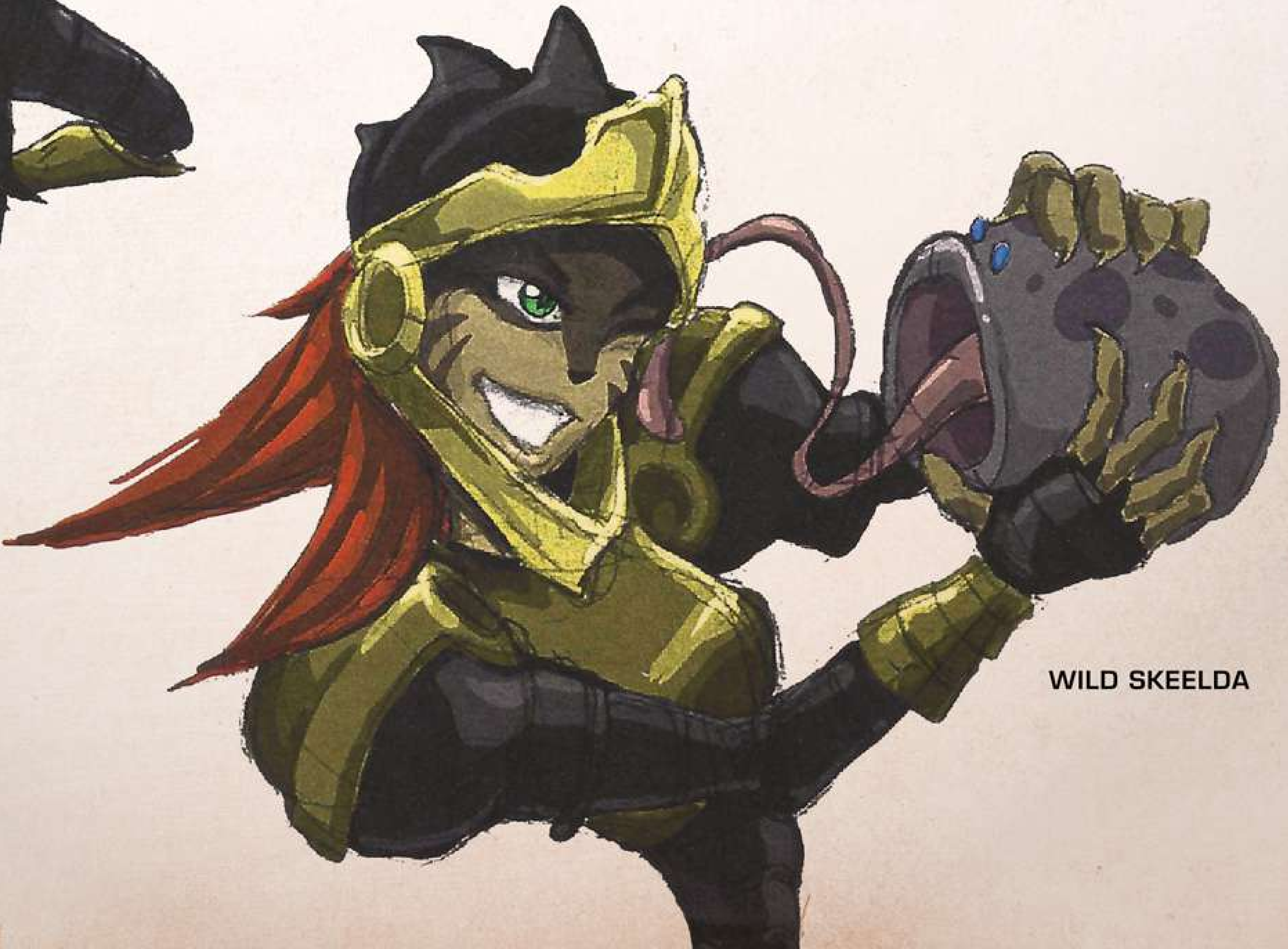
MONSTER KNIGHT

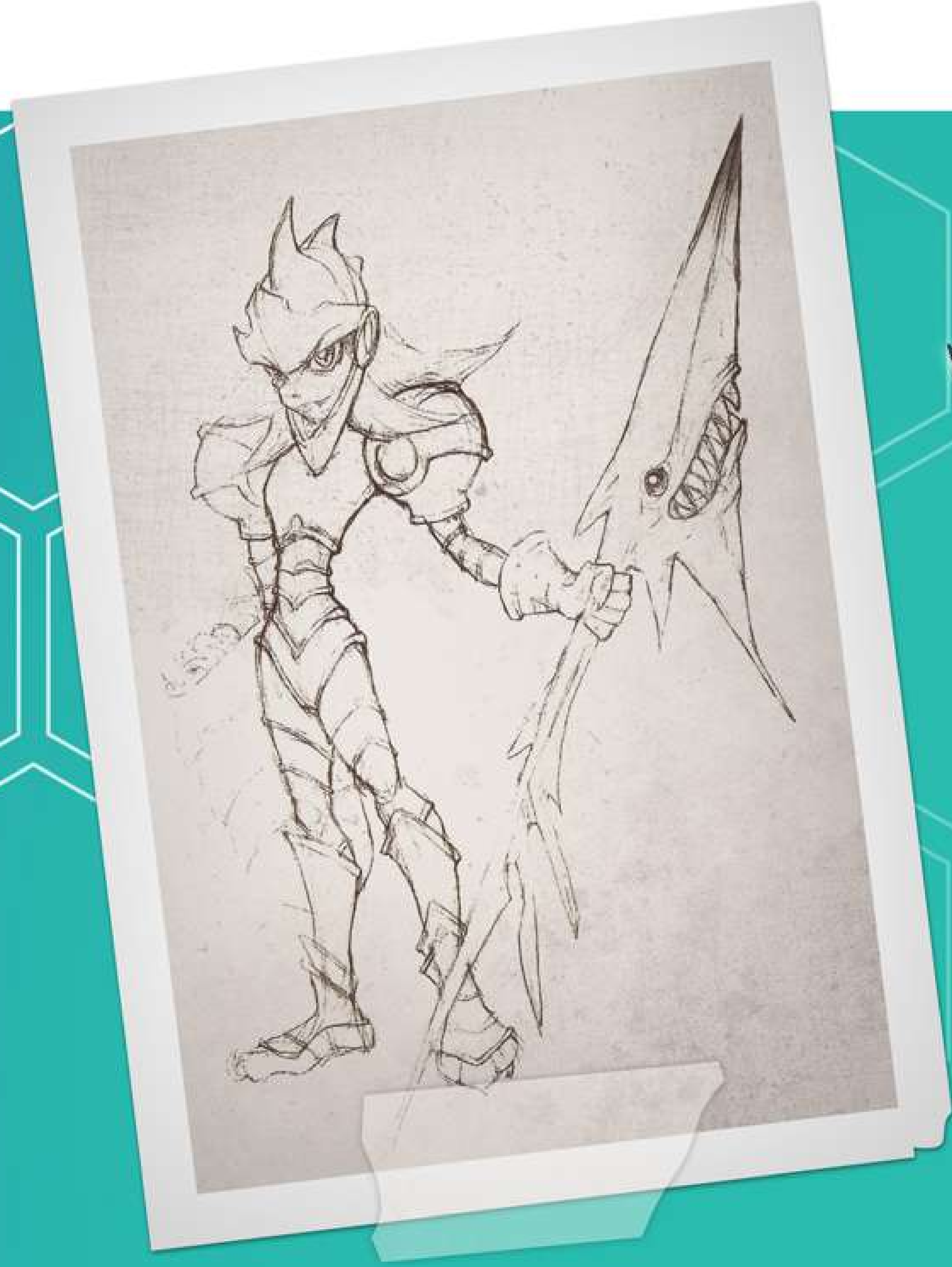

SHARK WEAPON

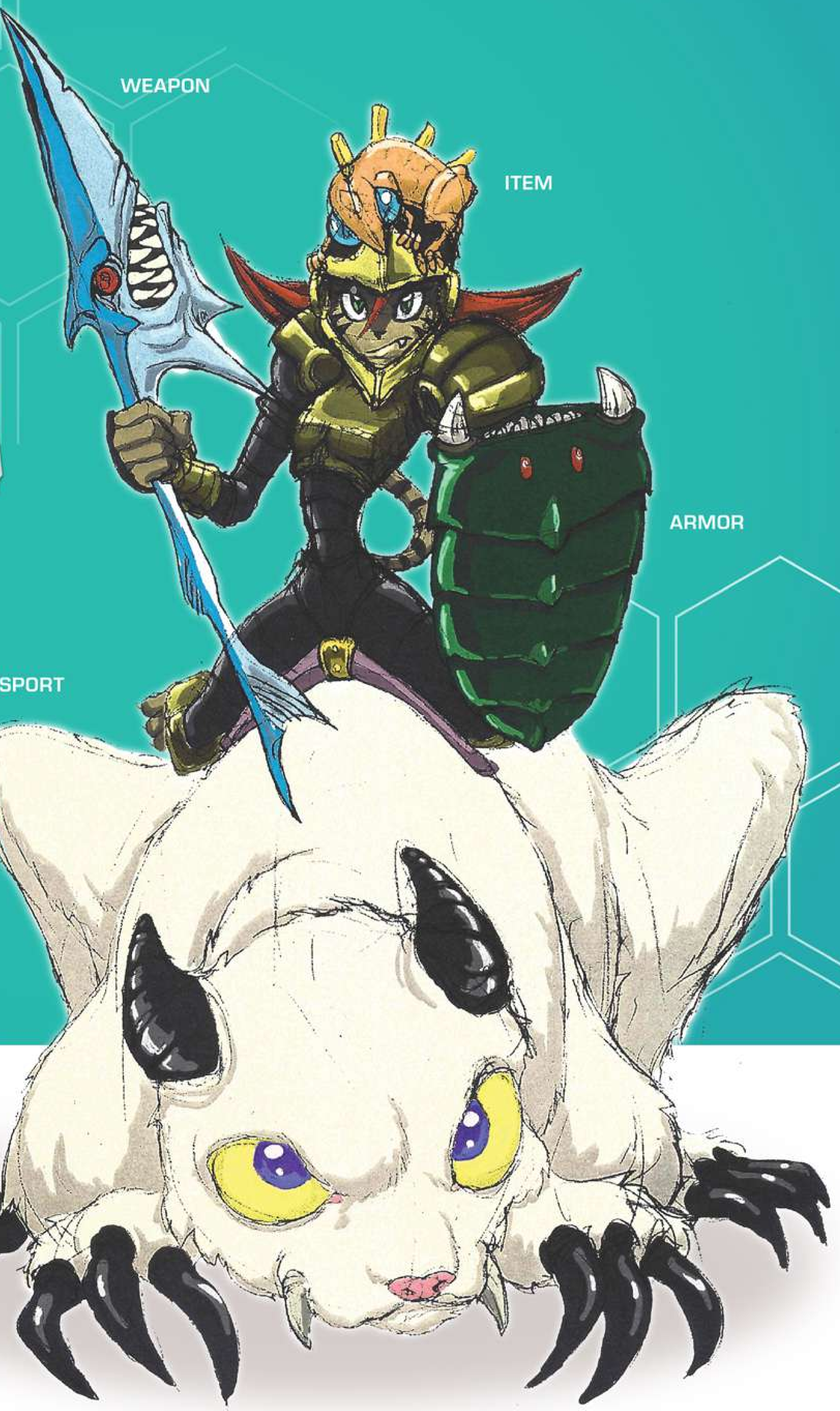

SKEELDA was an armor type monster. Their segmented shells provide protection.

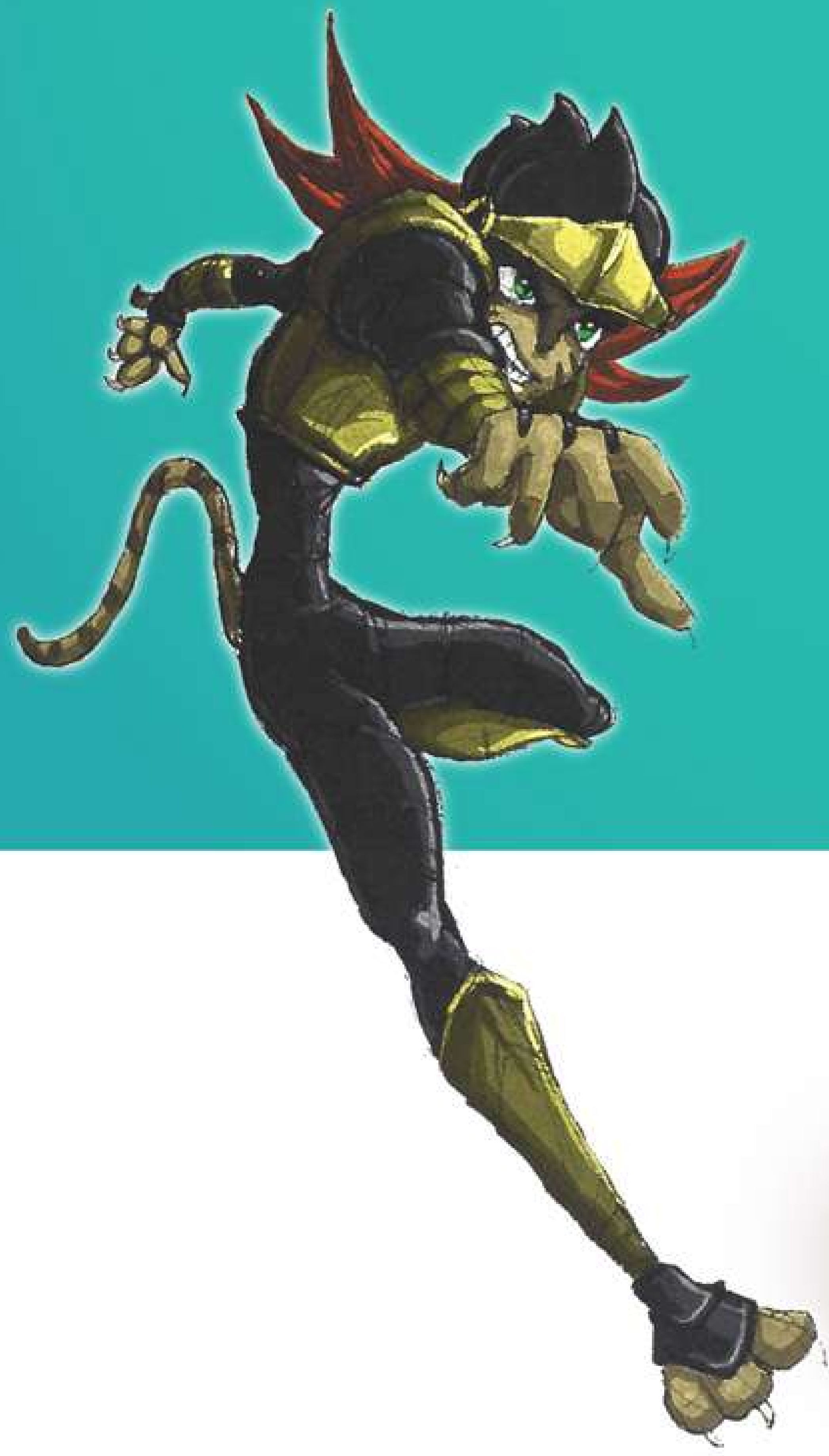

HANG GLIDER


SQUIRE OMI was Madi's companion monster throughout the game.


WILD SKEELDA

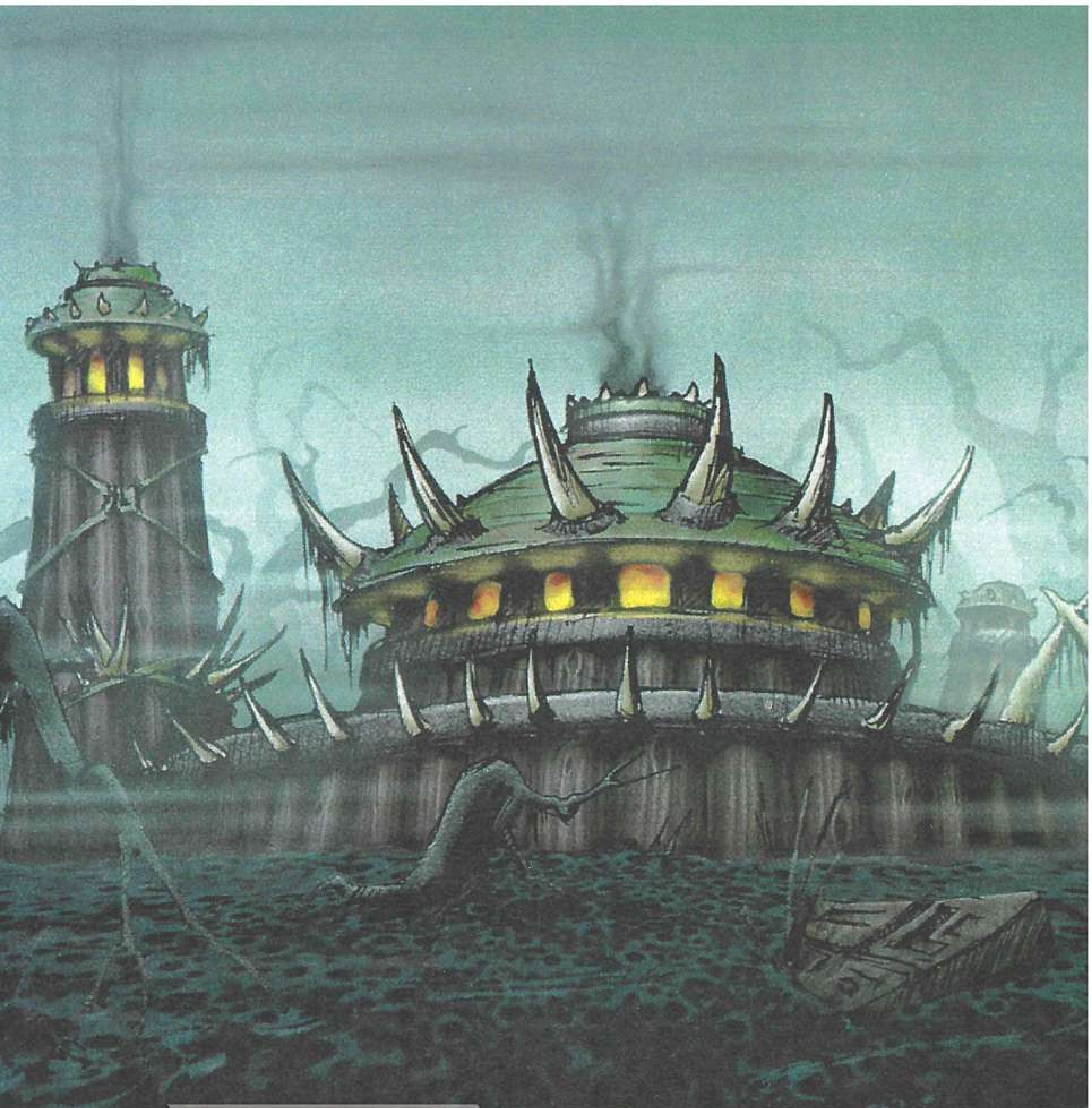


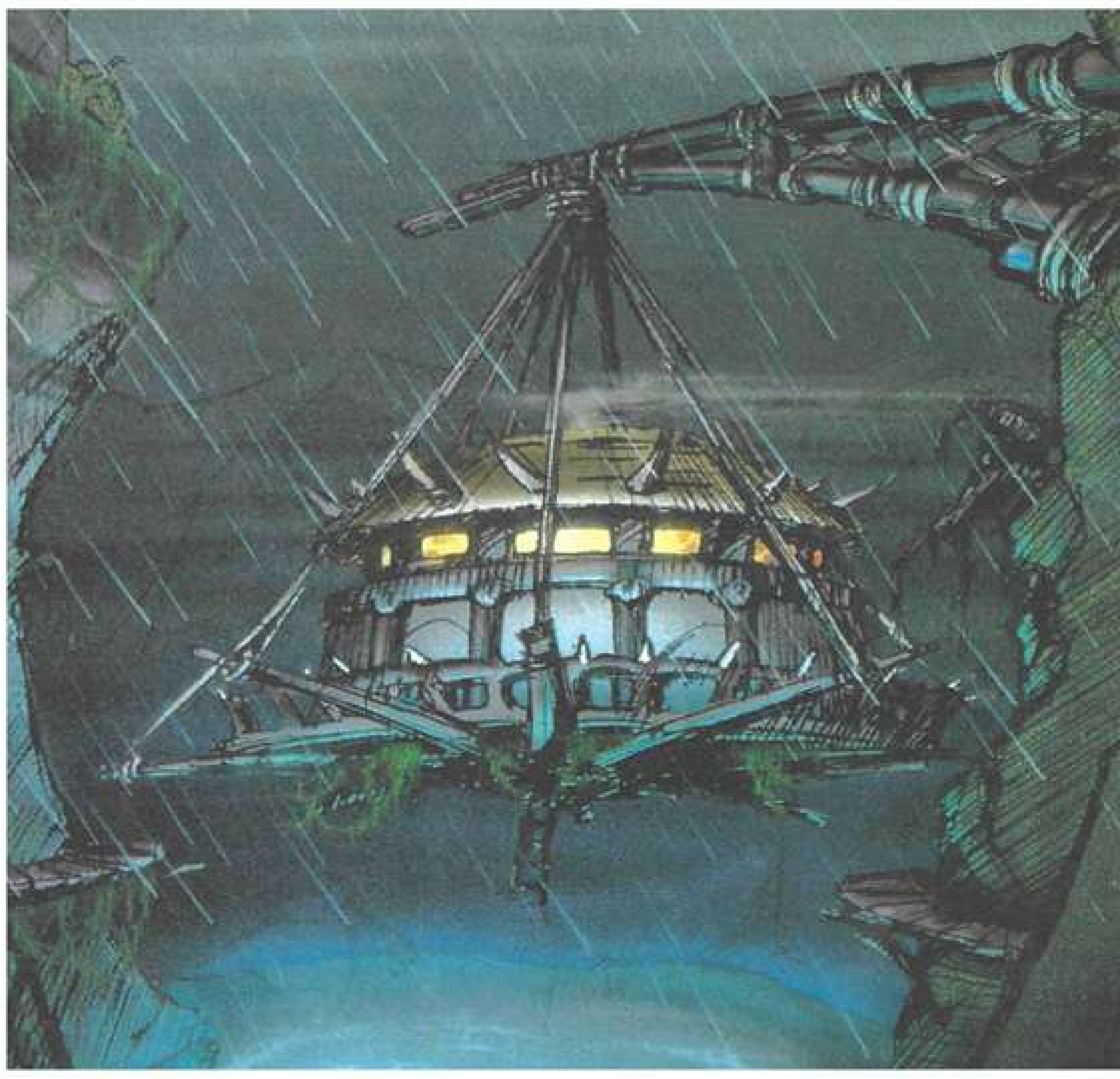


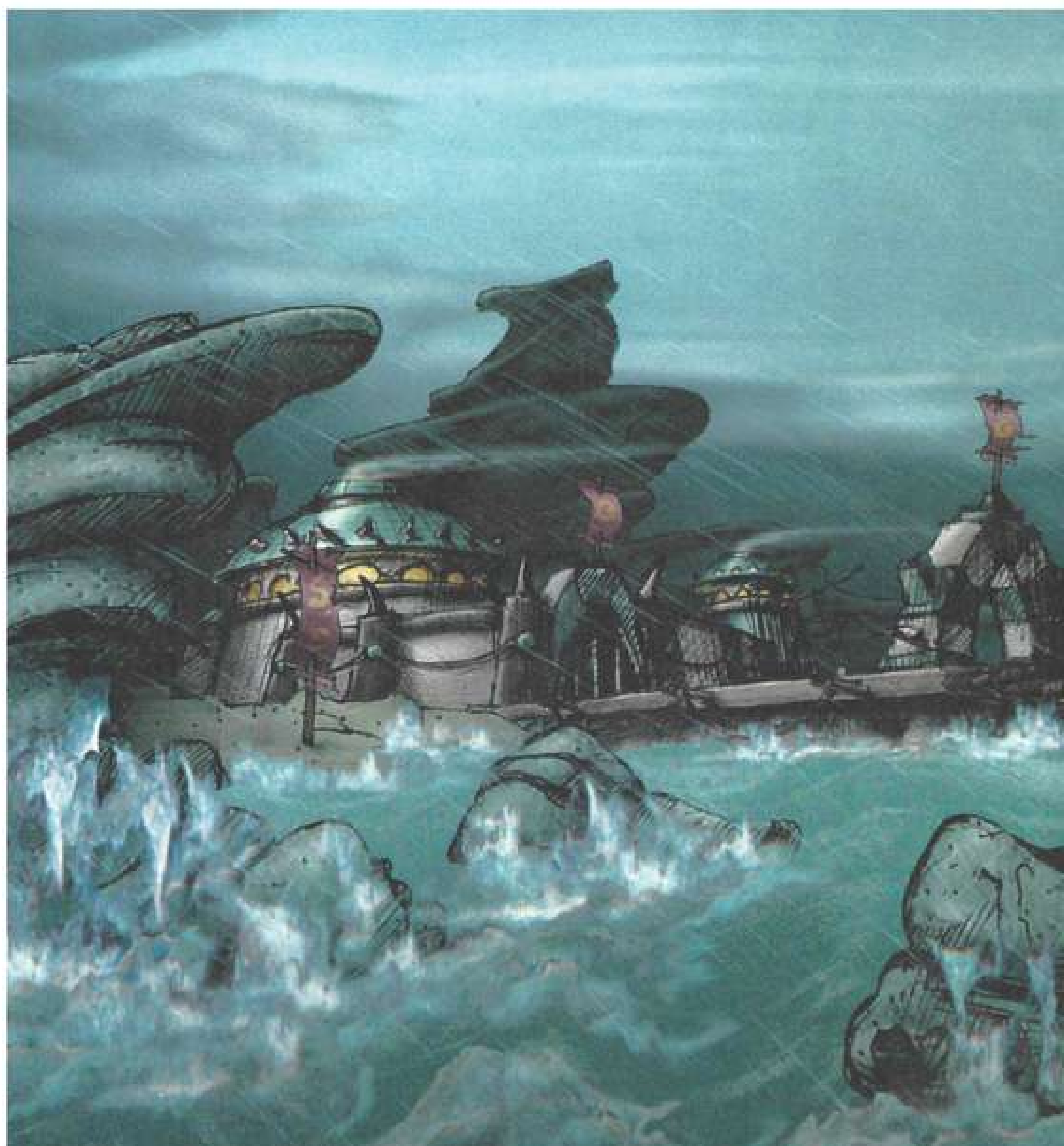


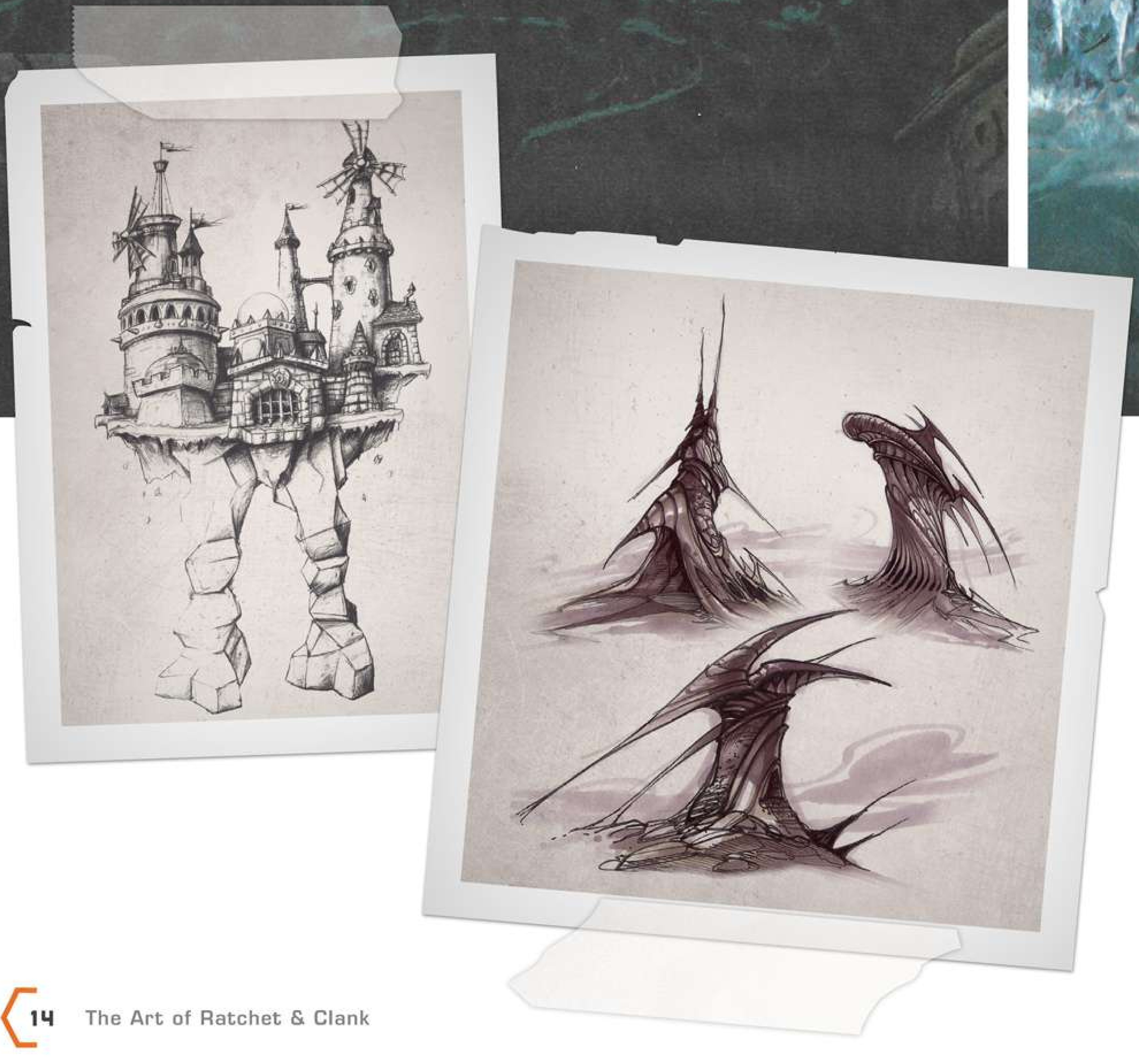
MADI

Girl With a Stick wasn't Insomniac's only idea. Prior to its development, the team created a concept about a knight named Madi who catches, grows, and wields intelligent monsters. Madi could use monsters as weapons, armor, gear, and vehicles. Each monster had its own specific personality and growth pattern, and they transformed into larger and more powerful versions as the game progressed. This idea contained the seeds that grew into Ratchet's weapons, gadgets, and RPG-like progression system.







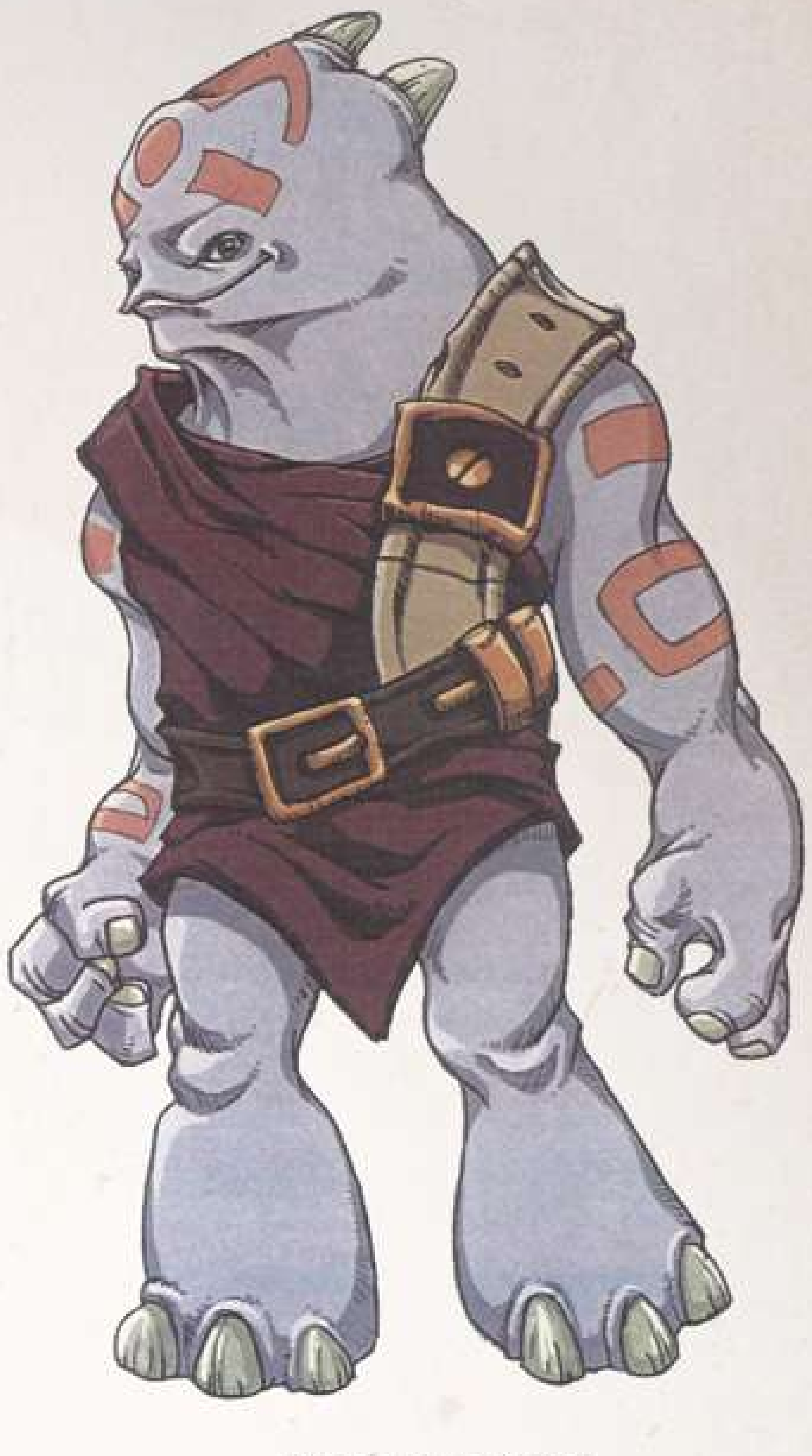


ENVIRONMENTAL CONCEPTS

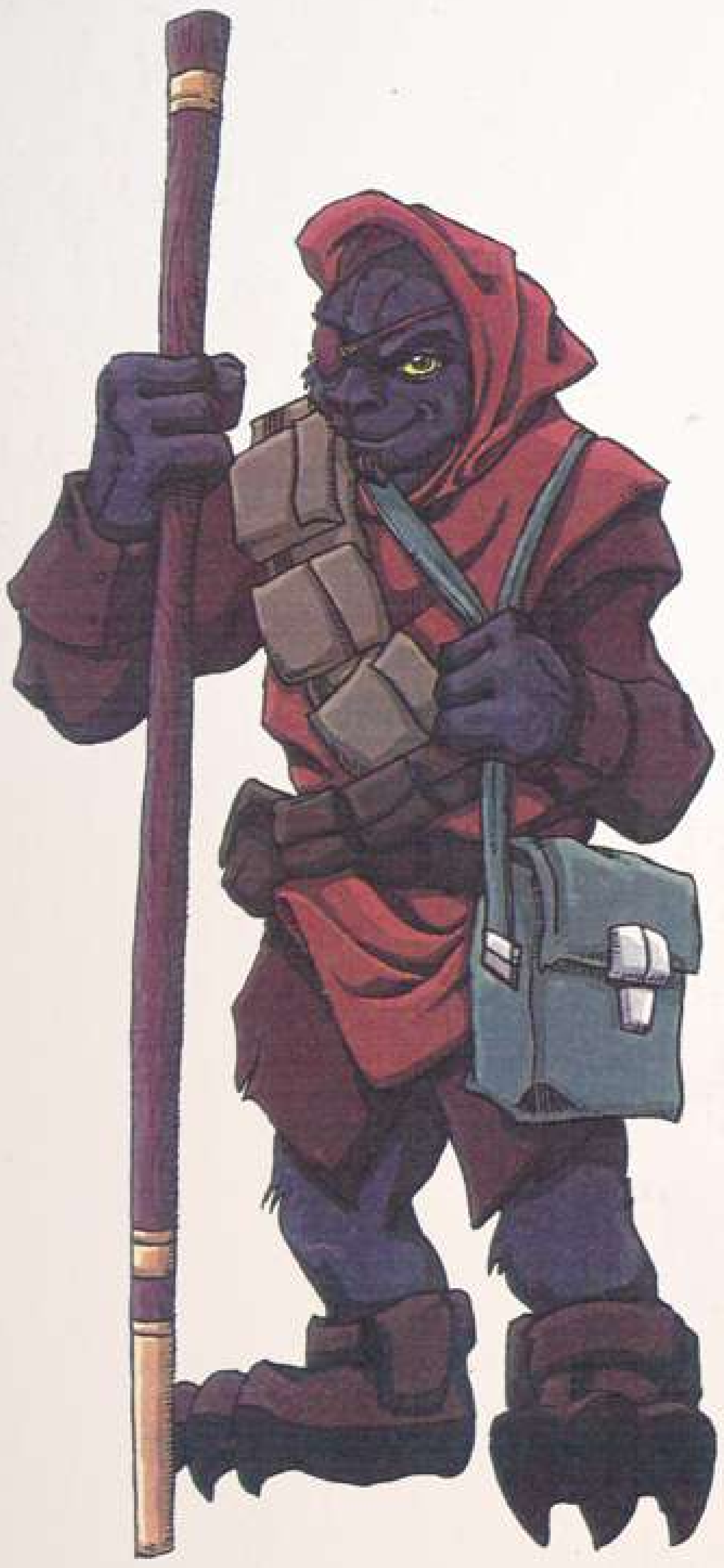
Early environmental concepts of King Aruman's Cursed Castle and other assorted huts.

CHARACTER CONCEPTS

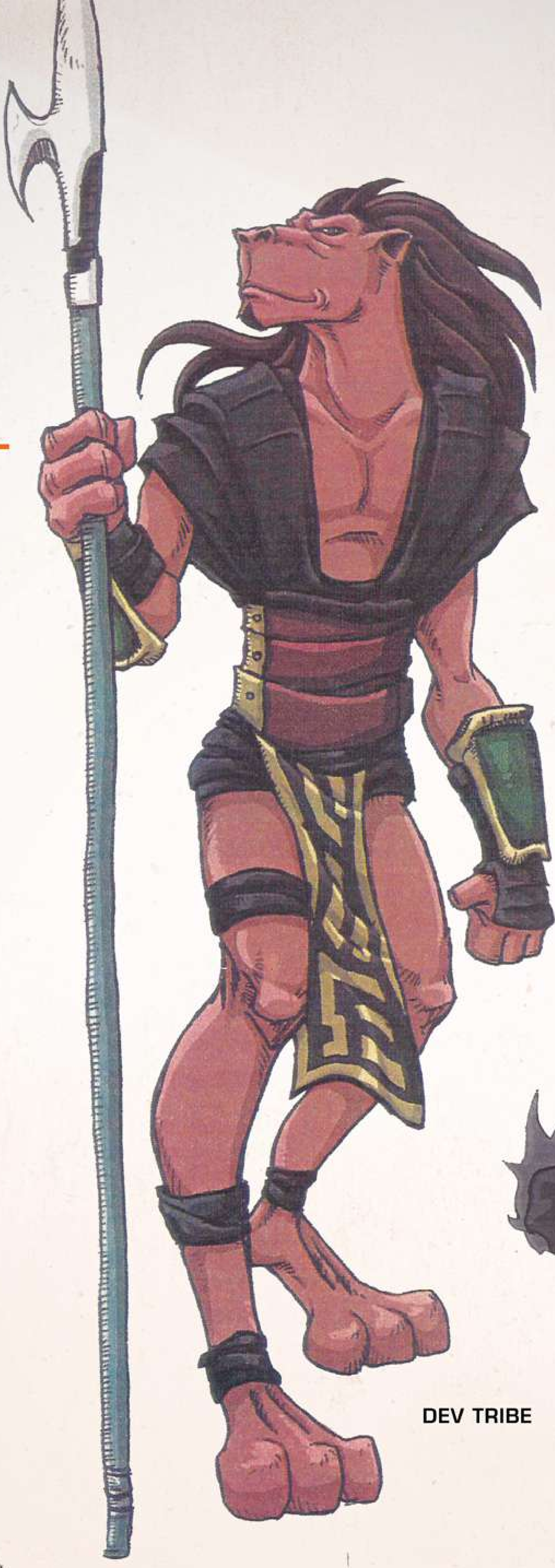
Illustrations of the various Tribes and Celestials.



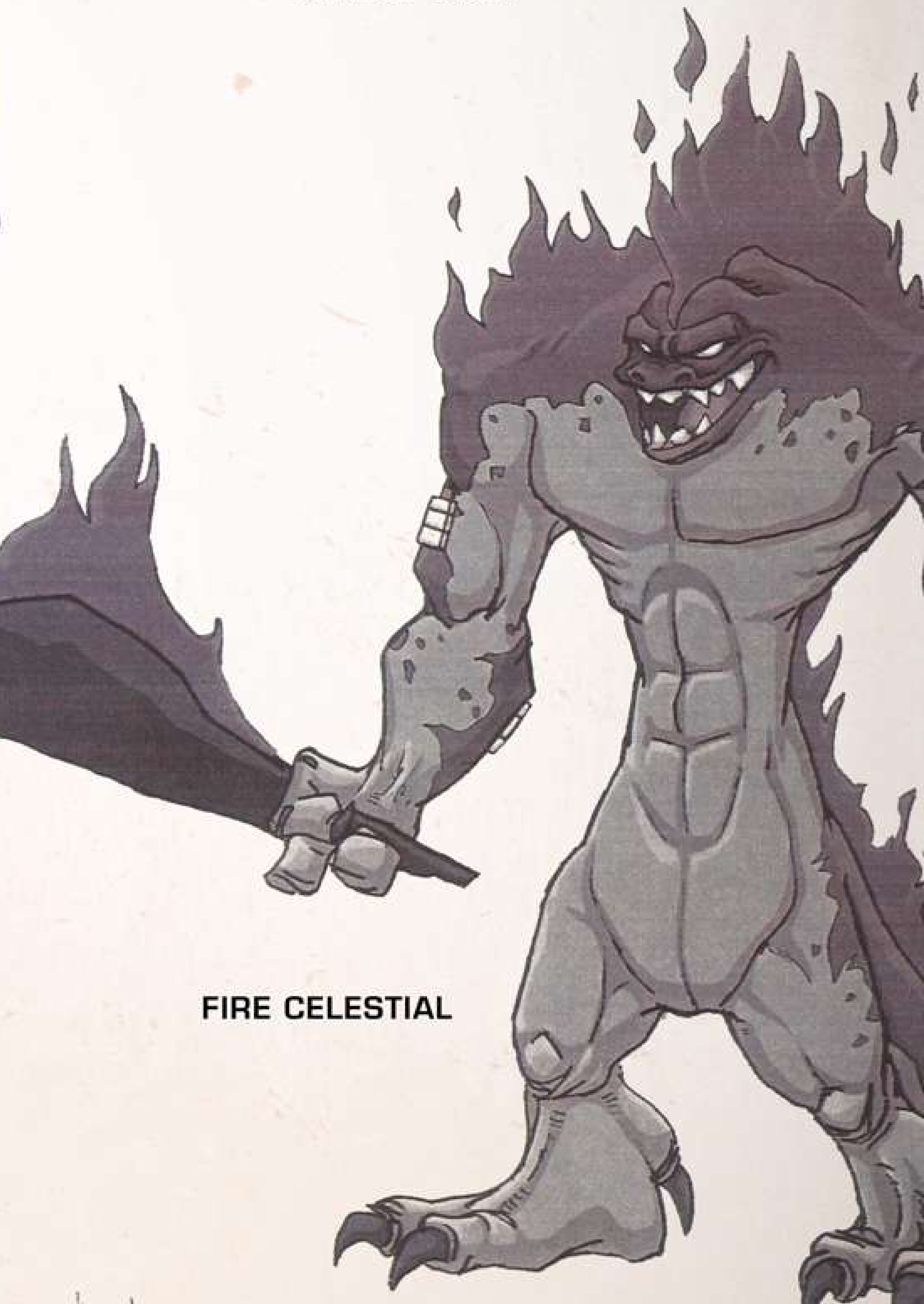
NAREE TRIBE



GENN TRIBE

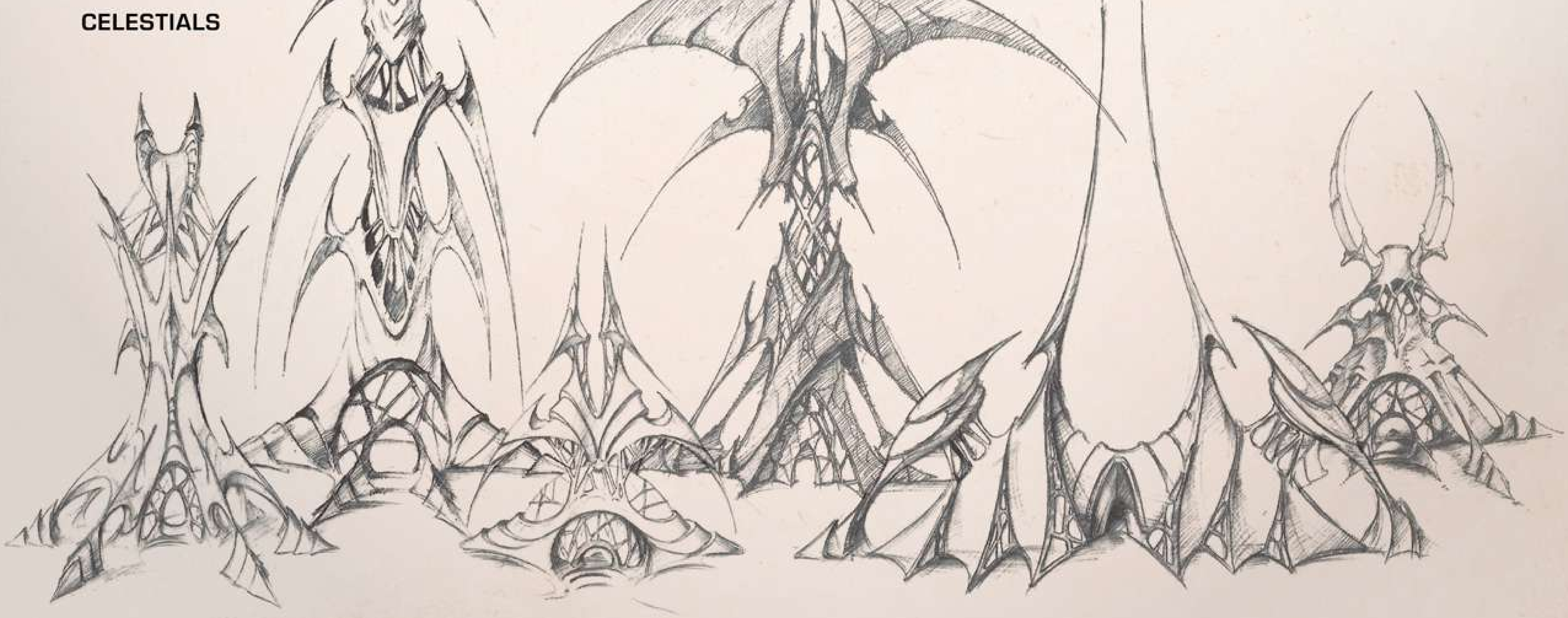


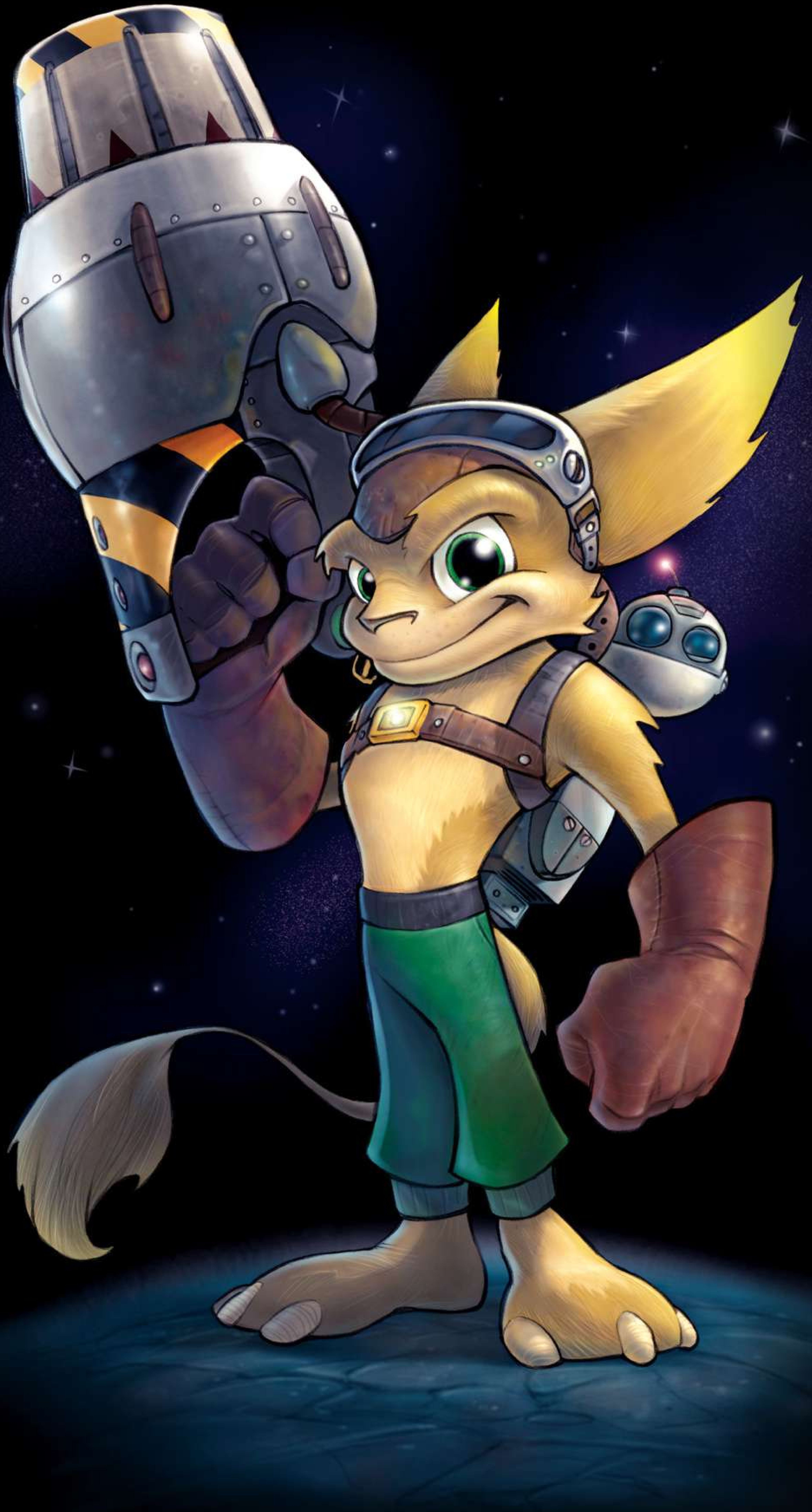
DEV TRIBE



FIRE CELESTIAL

CELESTIALS





Suck Cannon concept art from *Ratchet & Clank*.

2

RATCHET AND CLANK

Girl With a Stick showed some promise, but the concept never quite gelled. The team started to worry that the game wouldn't deliver a big leap forward. As development stalled out, Insomniac and publisher Sony Computer Entertainment agreed to shelve the idea. Now, Insomniac needed to create a new game concept, and fast.

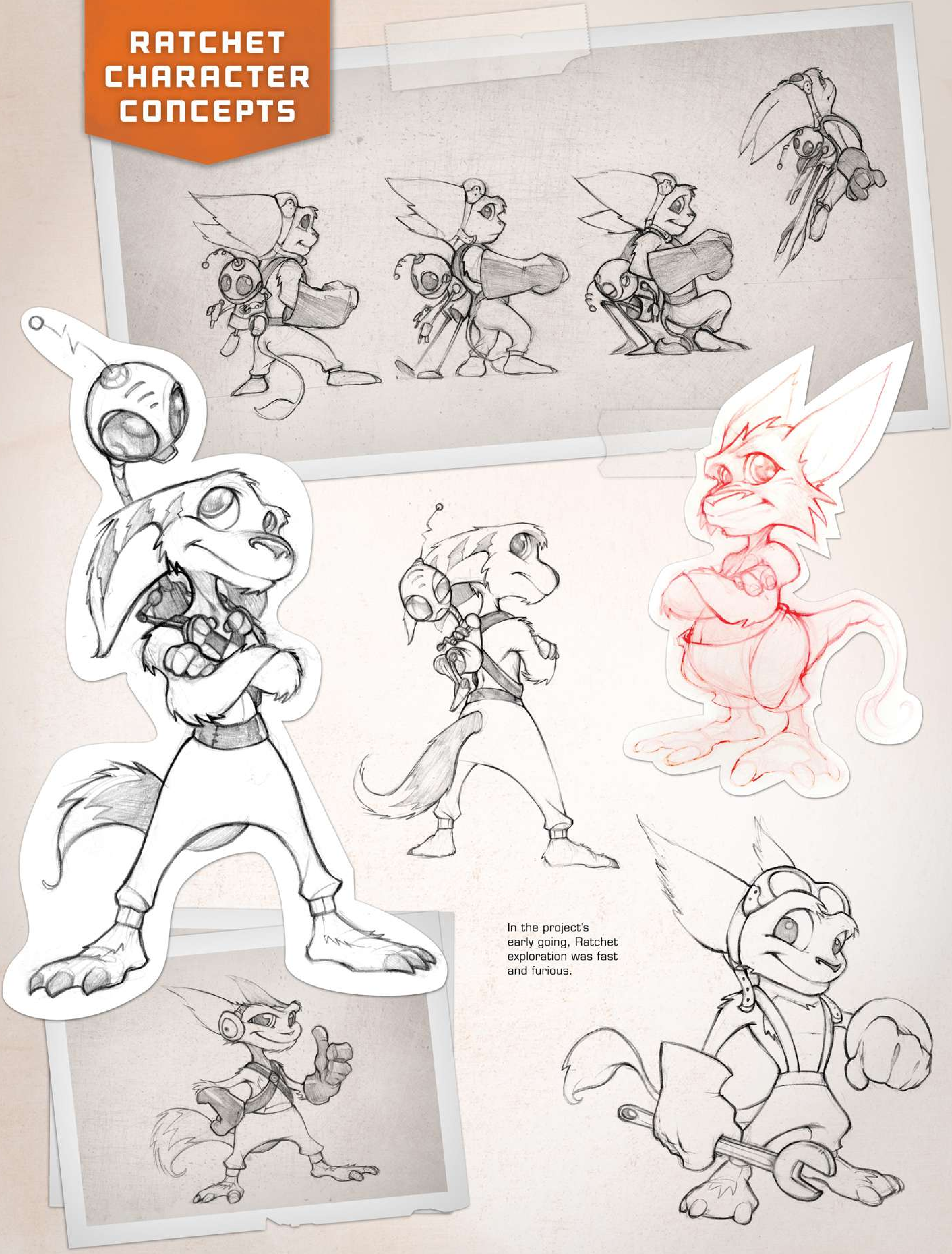
The entire company huddled in a conference room to brainstorm. Brian Hastings—one of the three original Insomniac employees—pitched the initial concept for the game. It was one sentence, but that was enough.

"Wouldn't it be great to play a fuzzy space alien and his robot friend, and travel the galaxy from planet to planet collecting weapons and gadgets?"

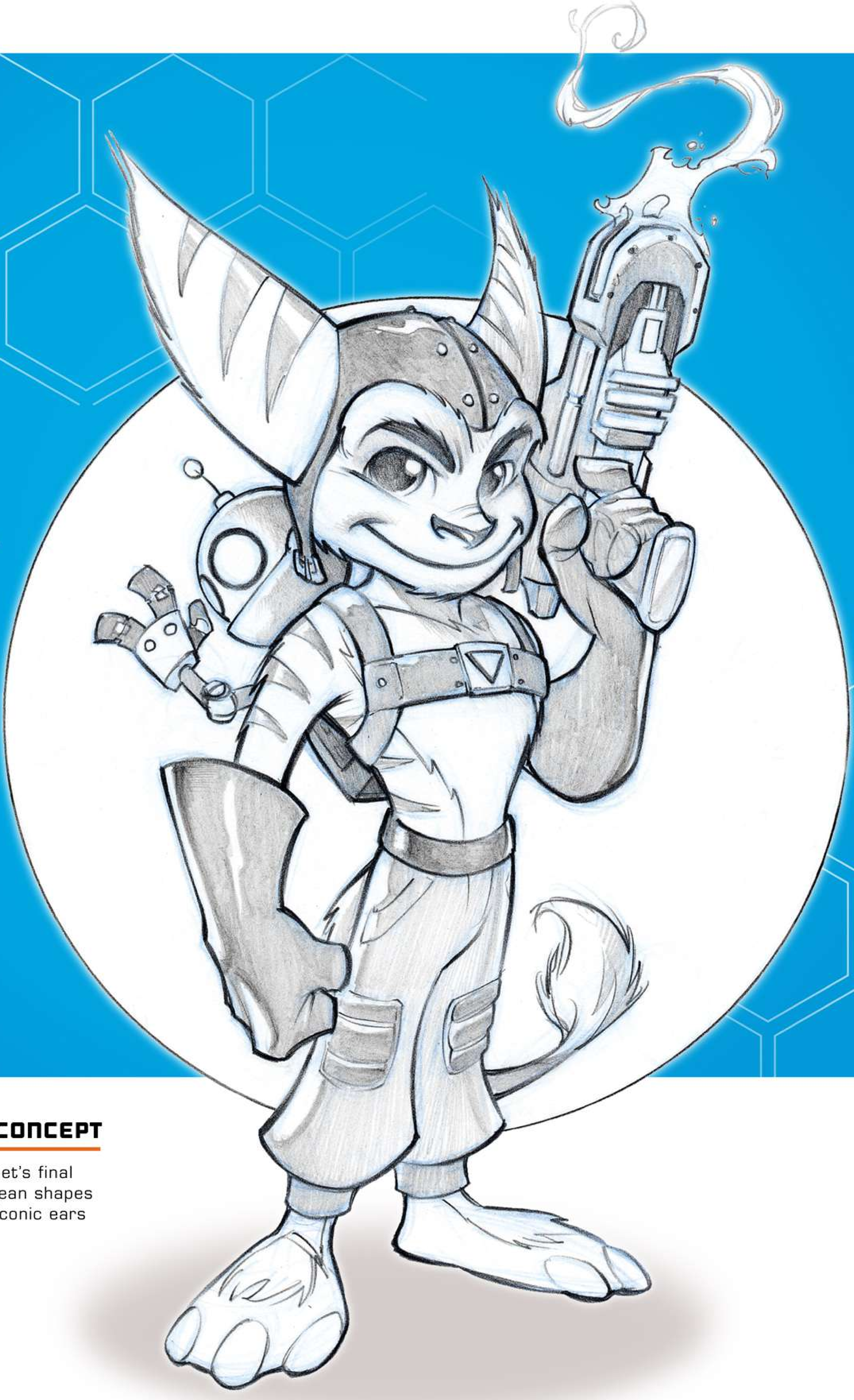
It caught on instantly. Ideas for worlds and weapons and gadgets flowed. Some ideas, like the Groovitron, wouldn't be used until years and sequels later but no one in the room at the time knew that they had just brainstormed the game that would produce two of gaming's most iconic characters and so many memorable adventures.

A larger question remained, however: what would these heroes look like? Ratchet and Clank have both evolved over the last fifteen years, but perhaps their bigest evolution happened between those first sketches of the characters to the versions seen in 2002's *Ratchet & Clank*.

RATCHET CHARACTER CONCEPTS



In the project's early going, Ratchet exploration was fast and furious.

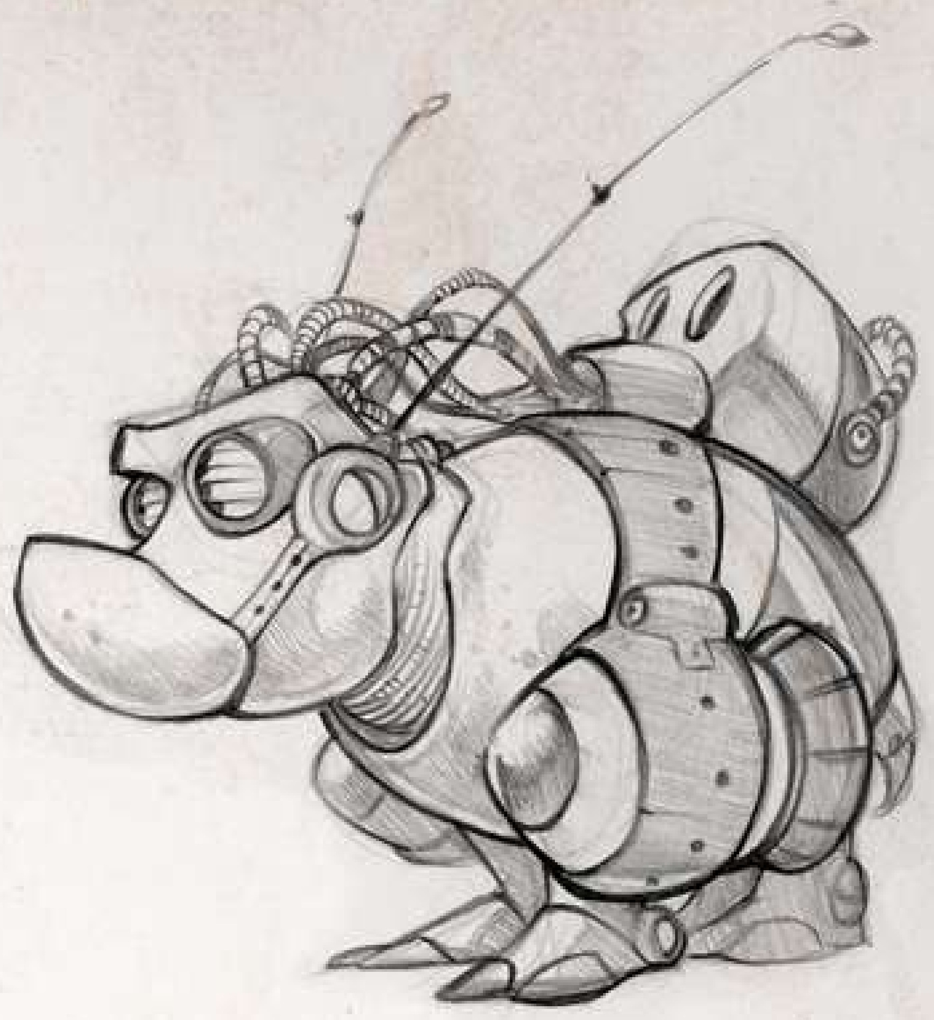


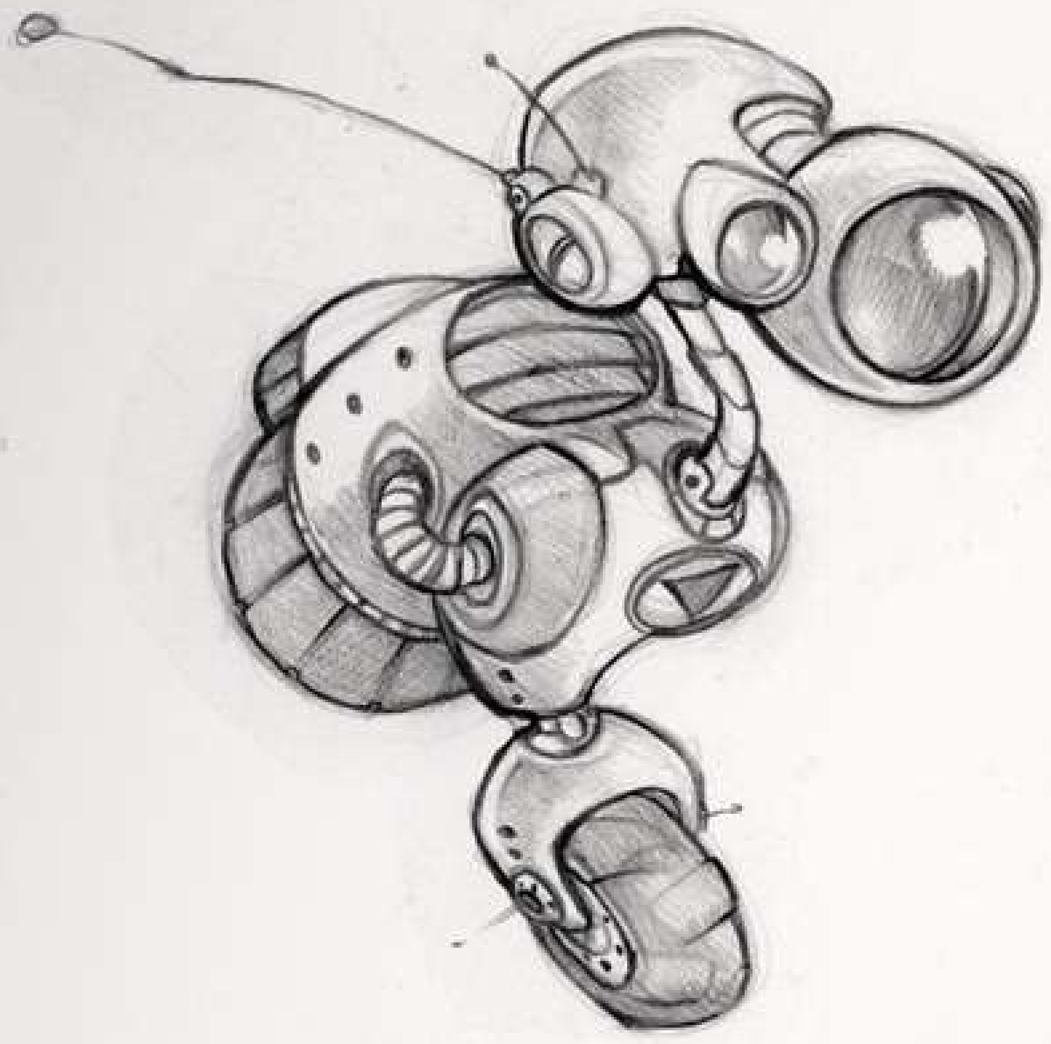
FINAL CONCEPT

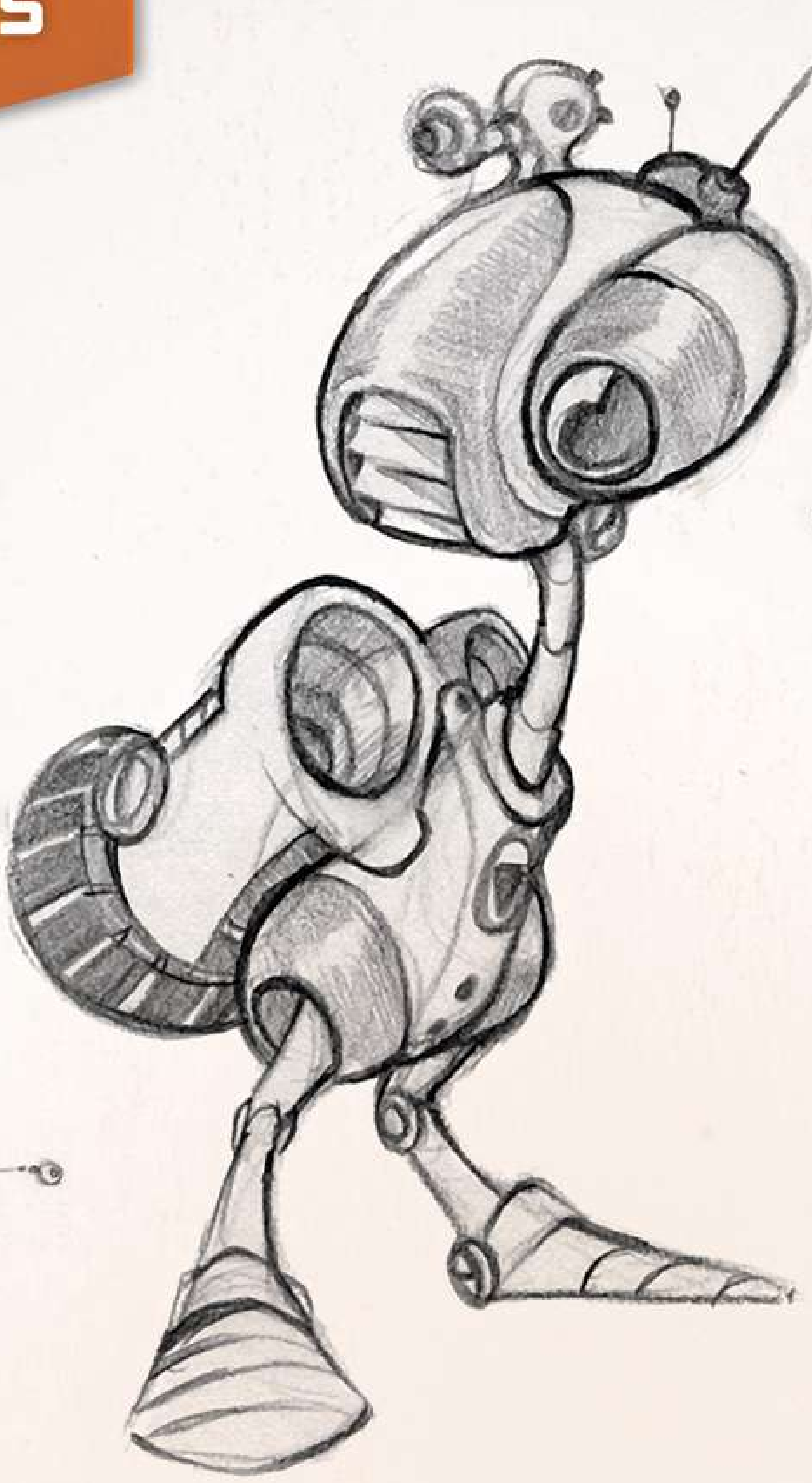
For Ratchet's final design, clean shapes and bold iconic ears were key.

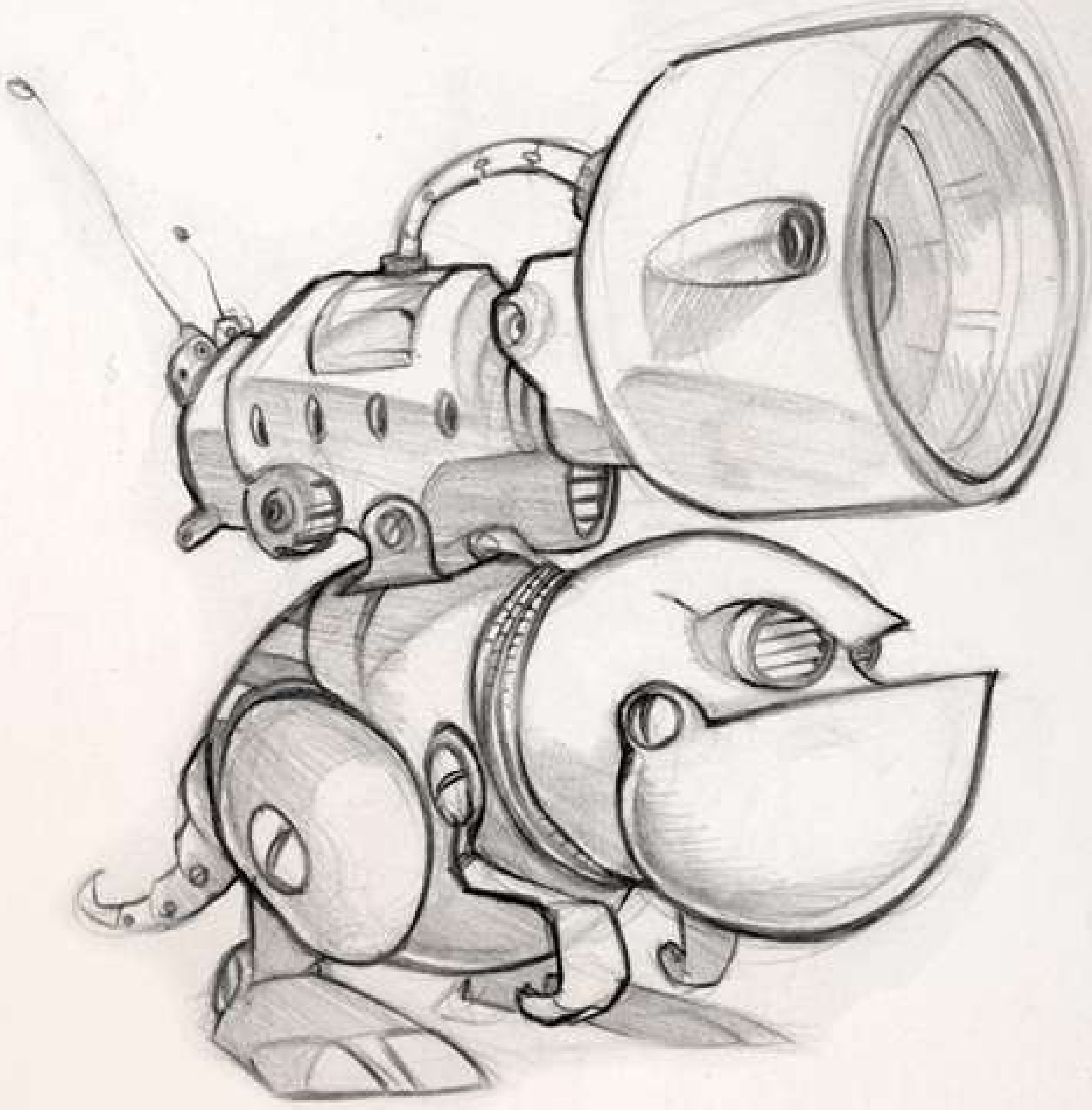
CLANK CHARACTER CONCEPTS

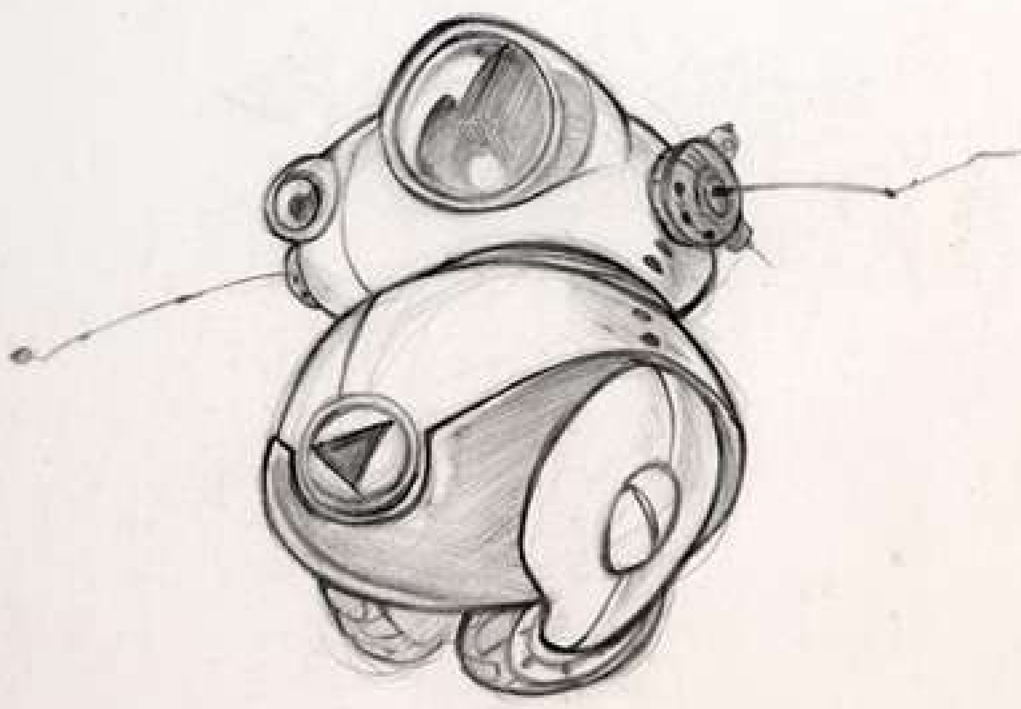
Originally intended as a family of gadgets, Clank's initial designs were diverse.

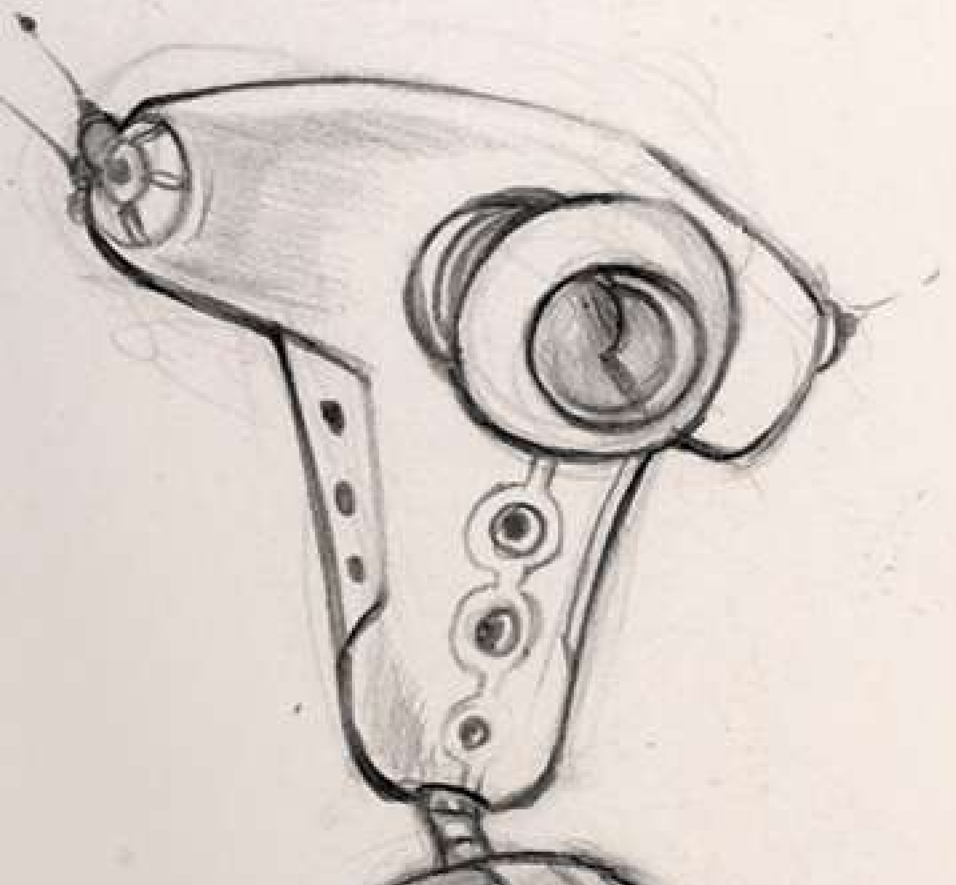


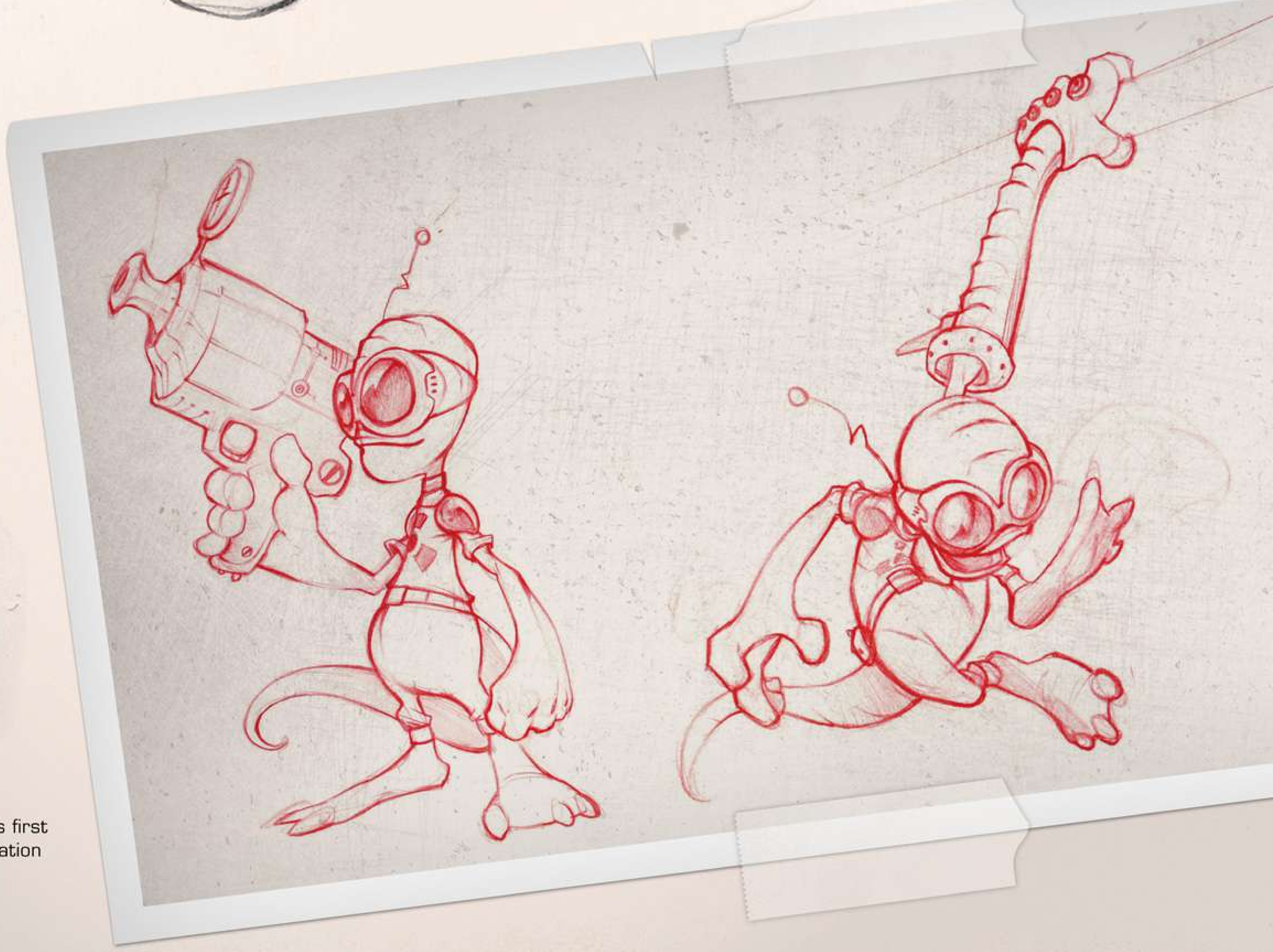




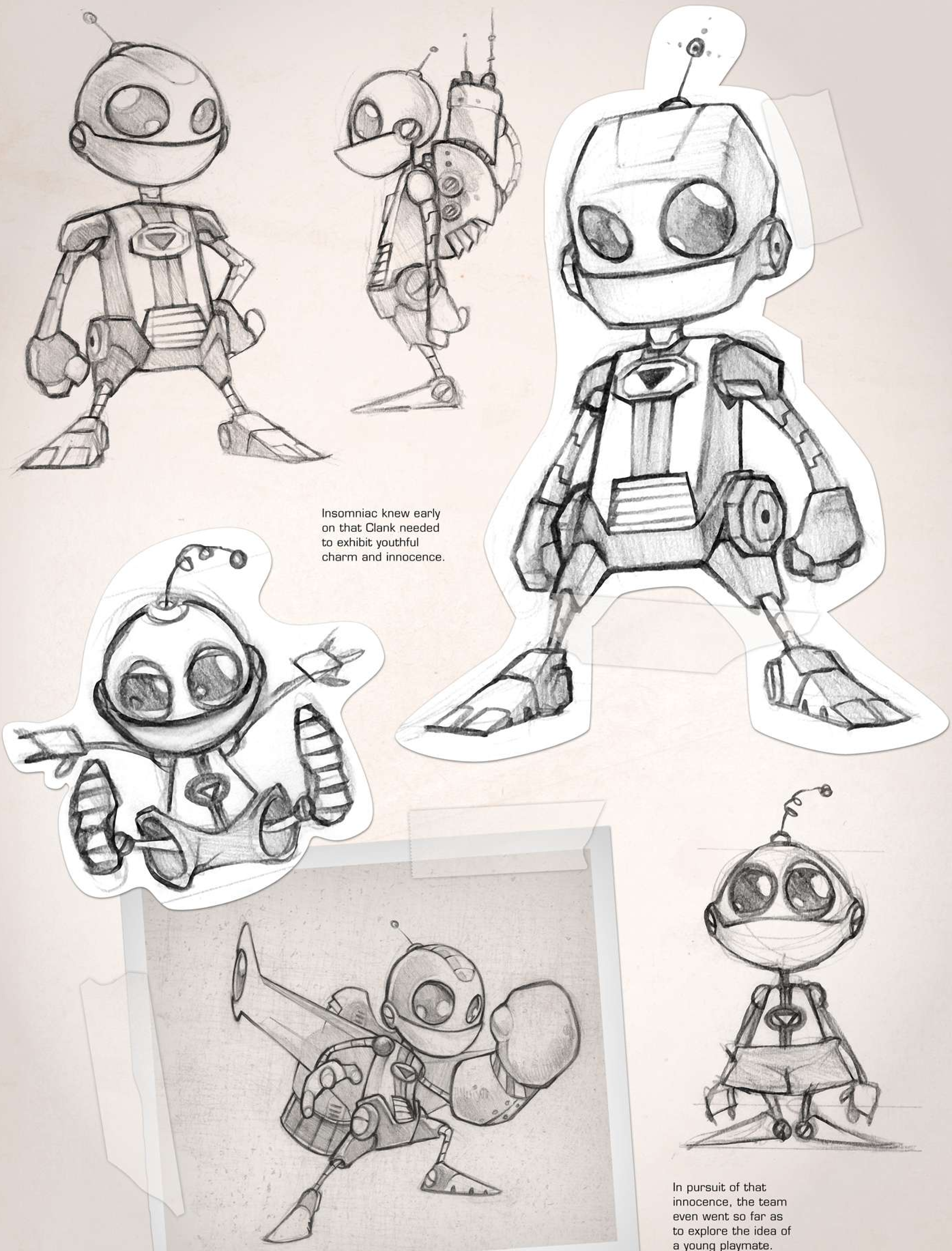






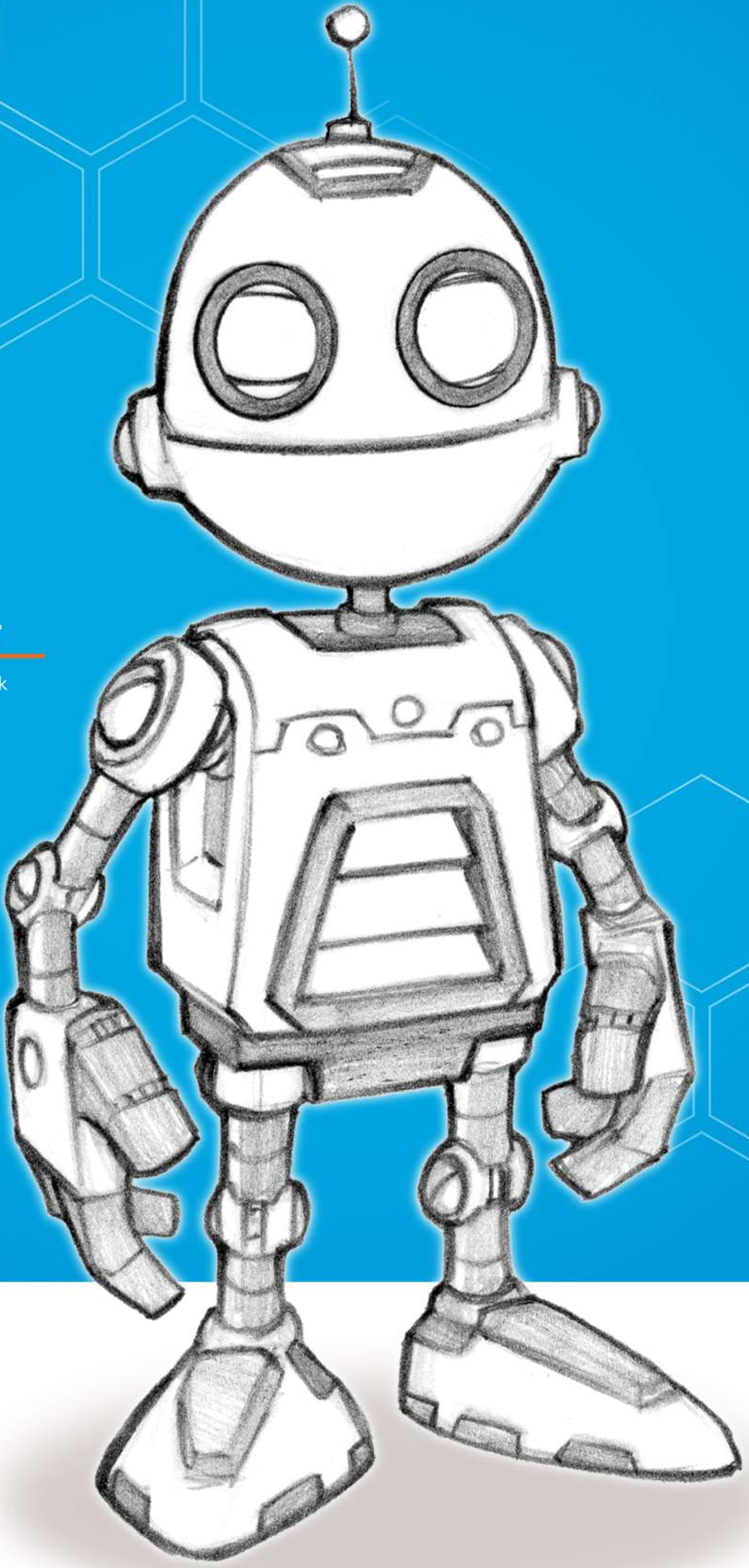


Oddly enough, Ratchet's first design served as inspiration for Clank's head.



Insomniac knew early on that Clank needed to exhibit youthful charm and innocence.

In pursuit of that innocence, the team even went so far as to explore the idea of a young playmate.



FINAL CONCEPT

Insomniac's final Clank embraced tactile construction while maintaining focus on his head.

Junkyard concept art from *Ratchet & Clank Future: Tools of Destruction*.

3

GEAR

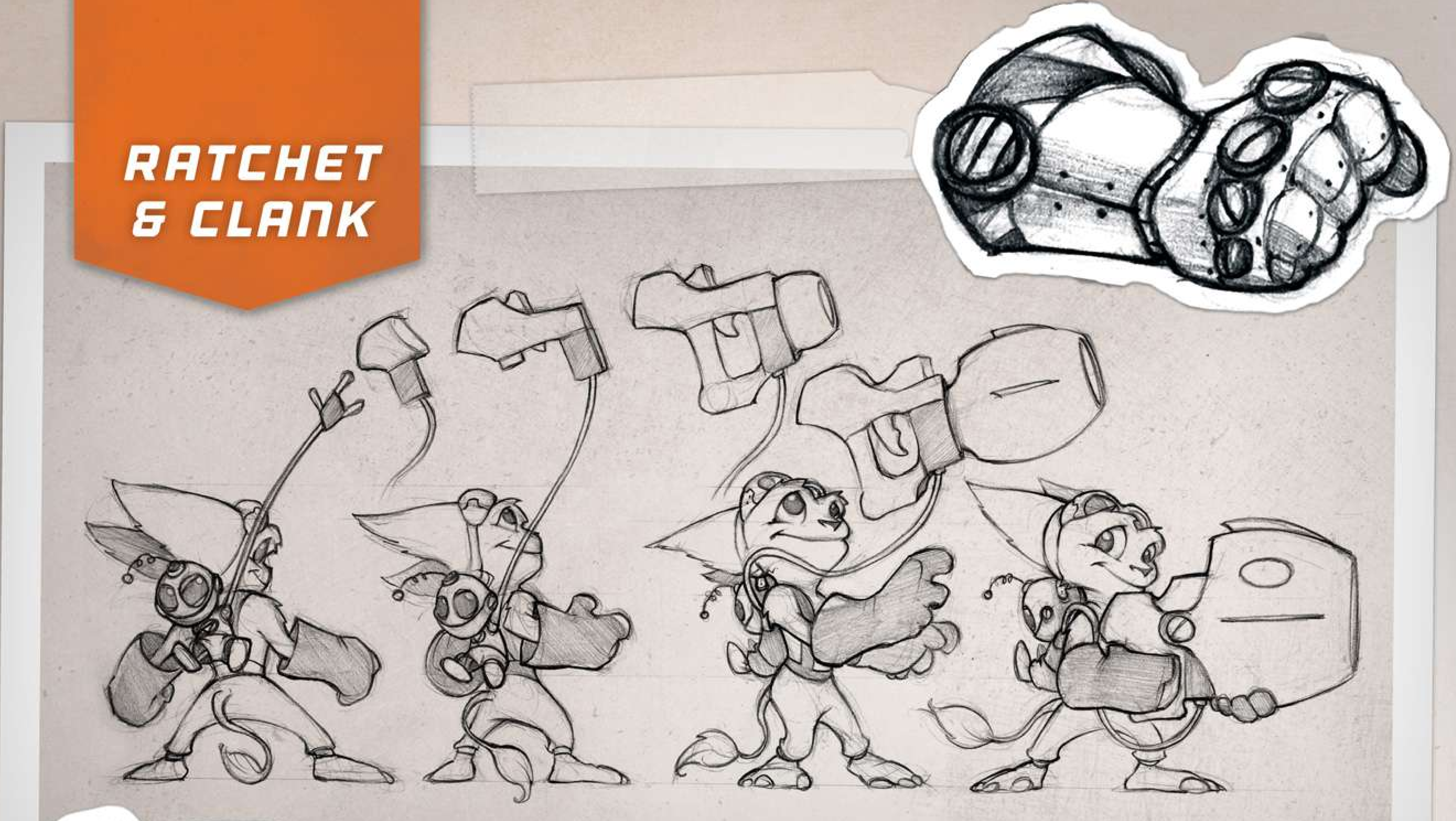
Ratchet & Clank isn't just known for its iconic titular characters, but also for its trademark, "Weapons Not Fit for this World."

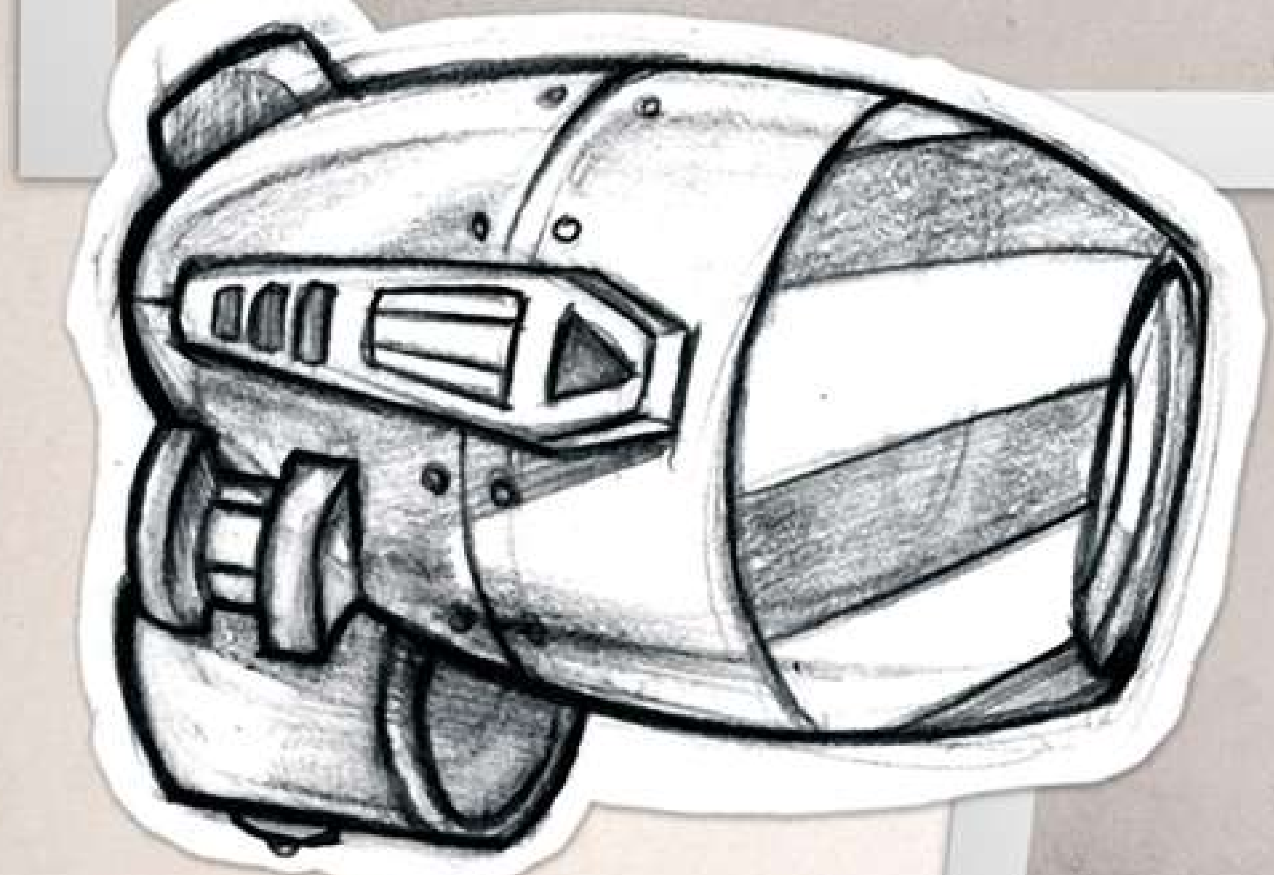
Inspired by games like *Metroid* and *Mega Man*, Insomniac's goal in *Ratchet & Clank* was for the duo to travel from planet to planet, collecting weapons and gadgets along the way. Over the last fifteen years, Ratchet has wielded a countless number of now-classic video game weapons.

Designing the arsenal is a whole-team affair. Everyone in the company suggests ideas and the archives are full of concepts from every brainstorming session. The personality of the studio and the people making these games shines through in Ratchet's weapons and gadgets. They're the pure intersection of design, art, technology, and audio.

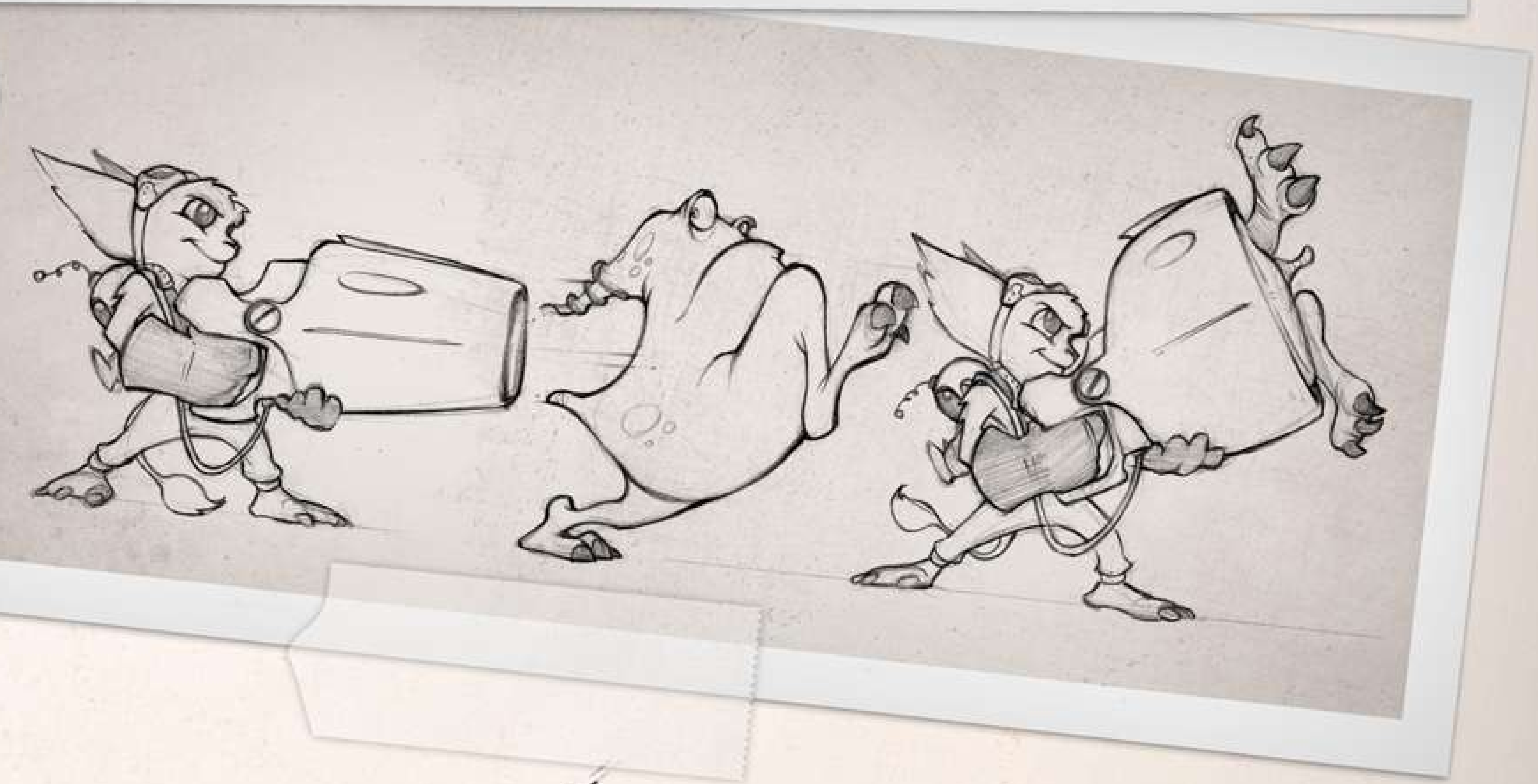
Tiny Agents of Doom scurry around the battlefield attacking alien bad guys, disco tunes from a Groovitron compel enemies and NPCs alike to shake their groove thang, and a whole line of Morph weapons transform enemies into animals. Insomniac always did have a thing for sheep.

Beyond that, the Solana Galaxy is a world filled with unique and exotic starships and vehicles, ranging from taxi cabs to hover trains to Lombax fighters—the industrial-design musings of a team of people who grew up scribbling spacecraft in the margins of their homework.

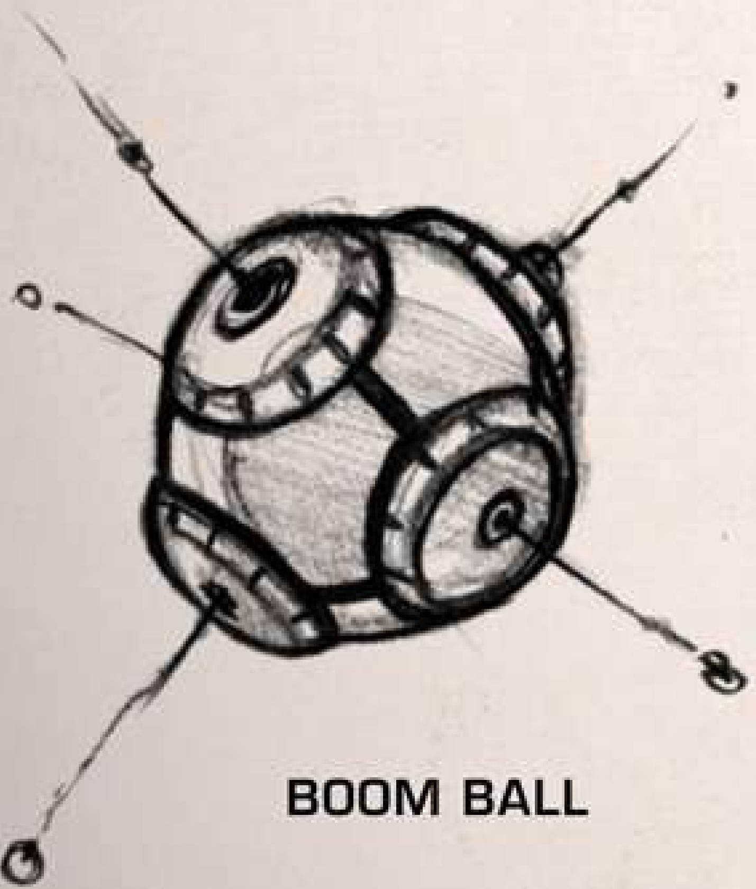




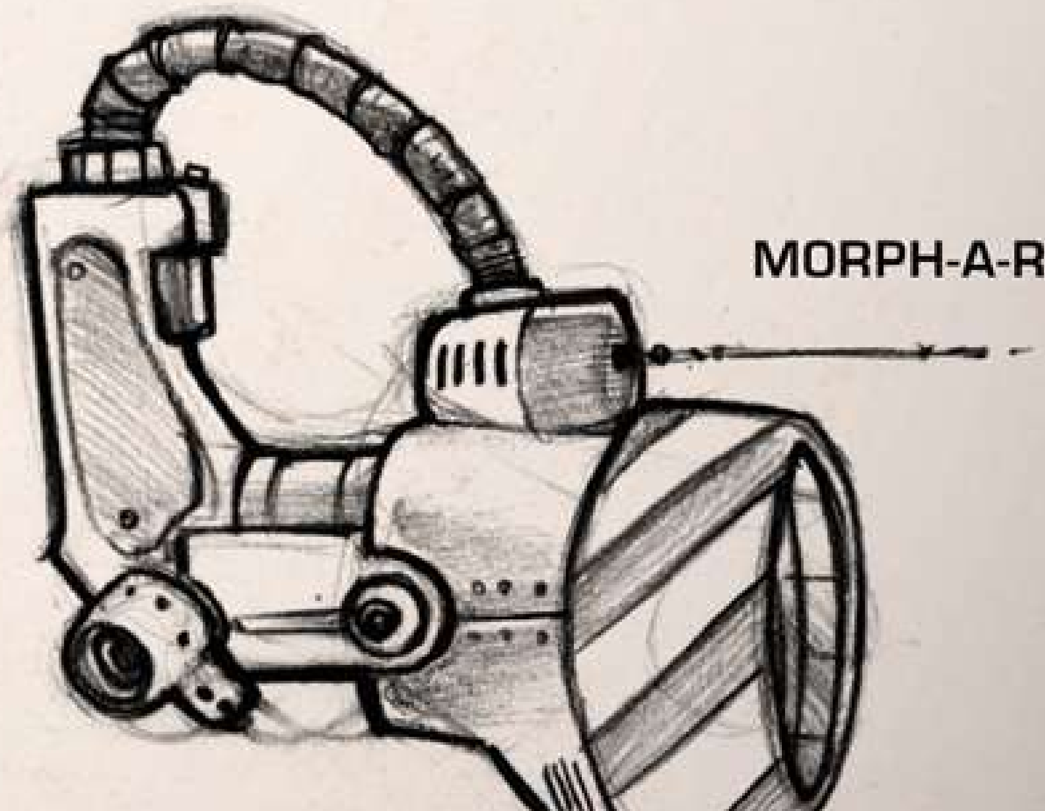
BOOM BALL GUN



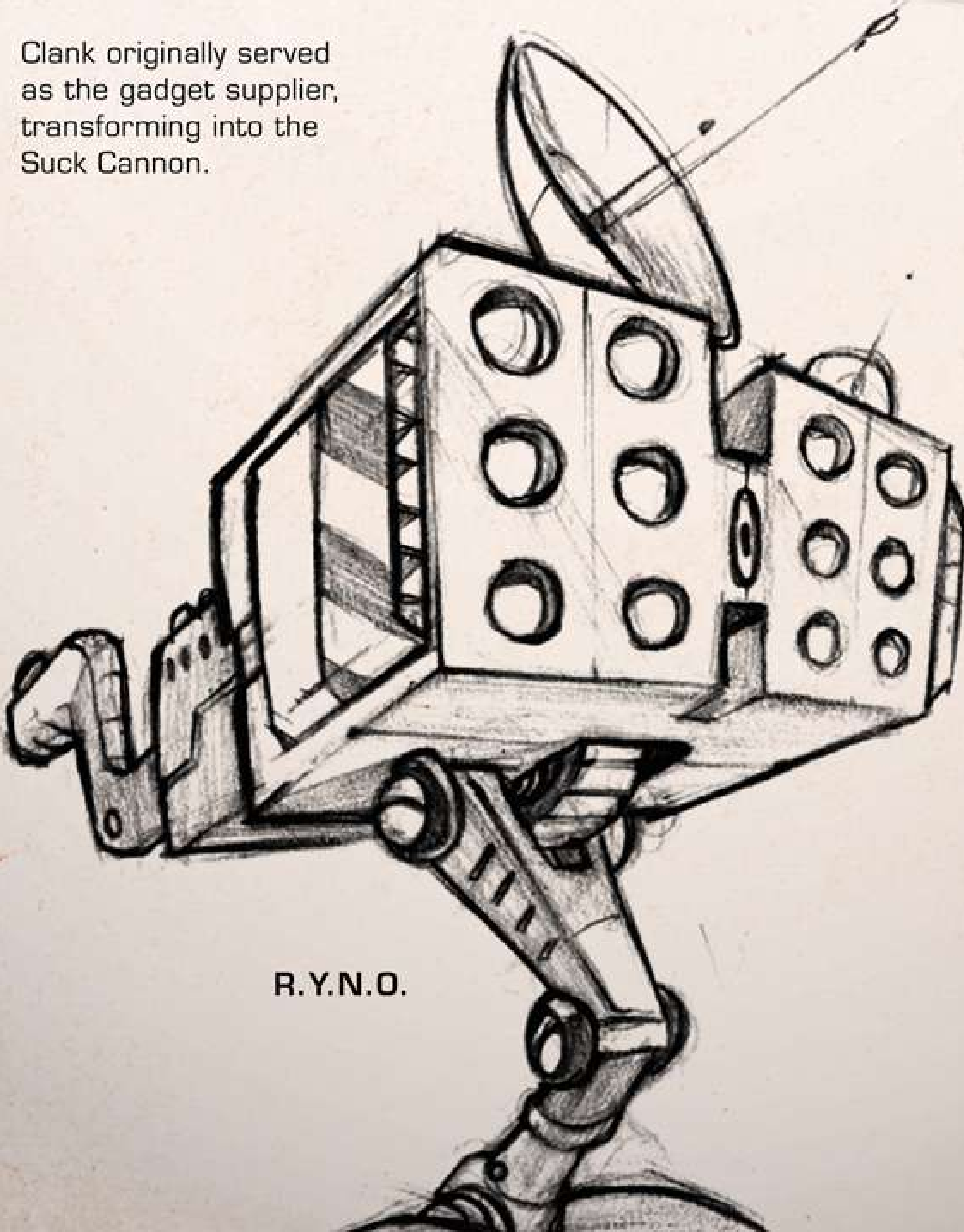
Clank originally served as the gadget supplier, transforming into the Suck Cannon.



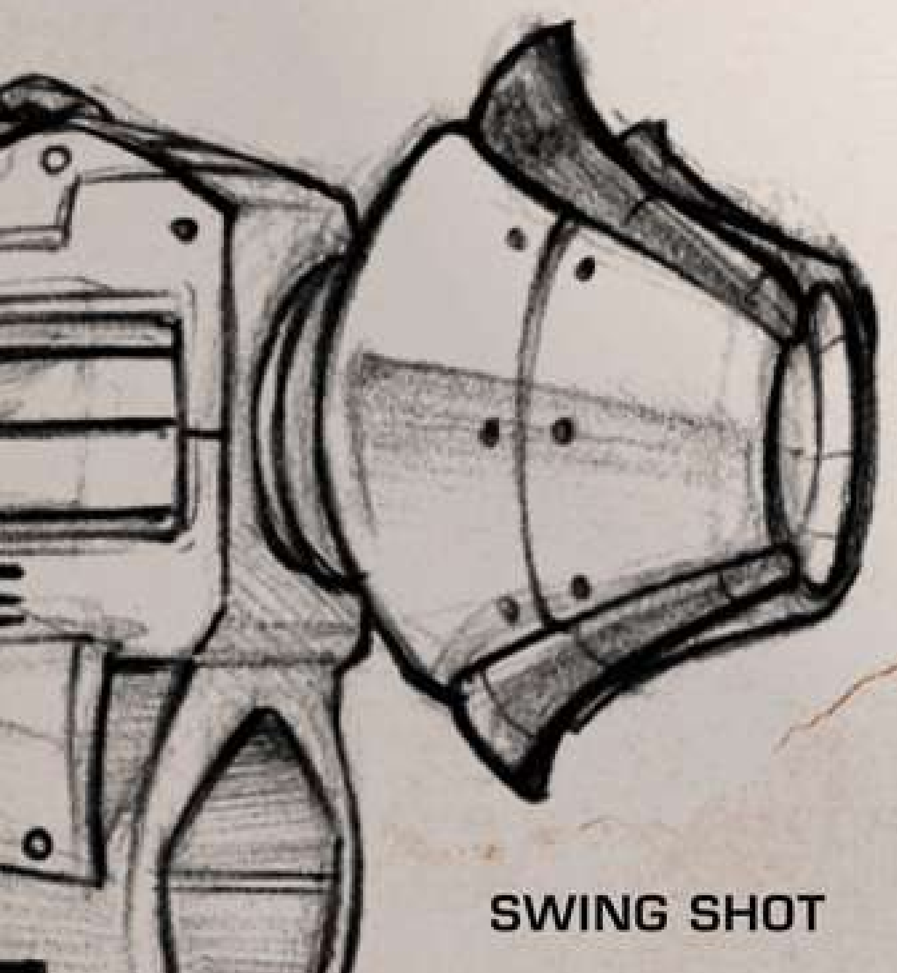
BOOM BALL



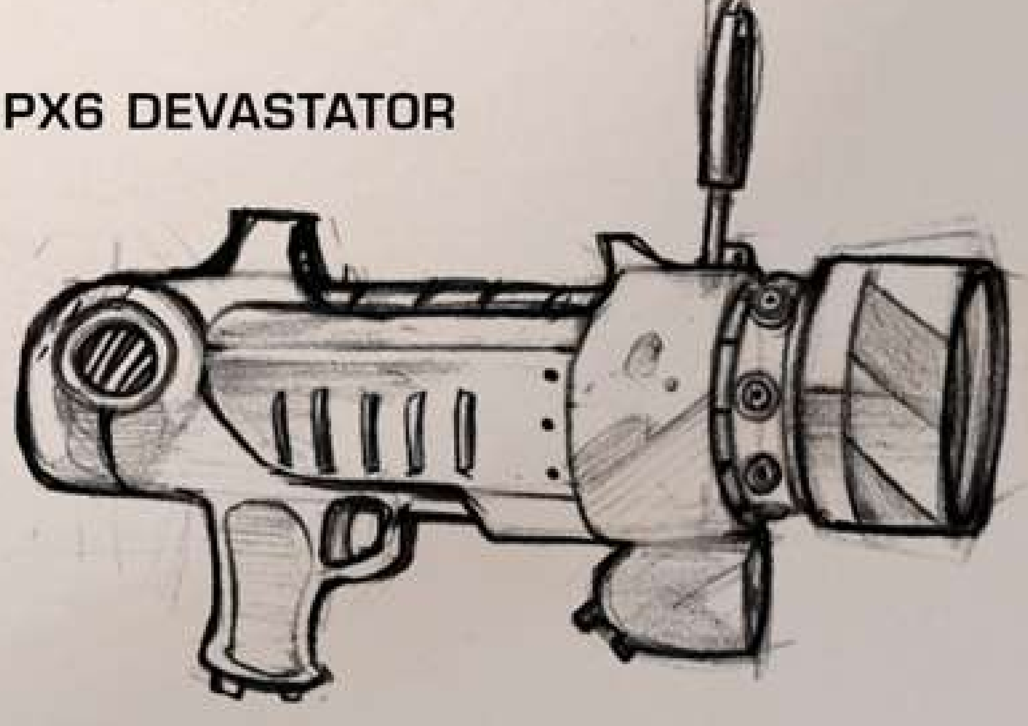
MORPH-A-RAY



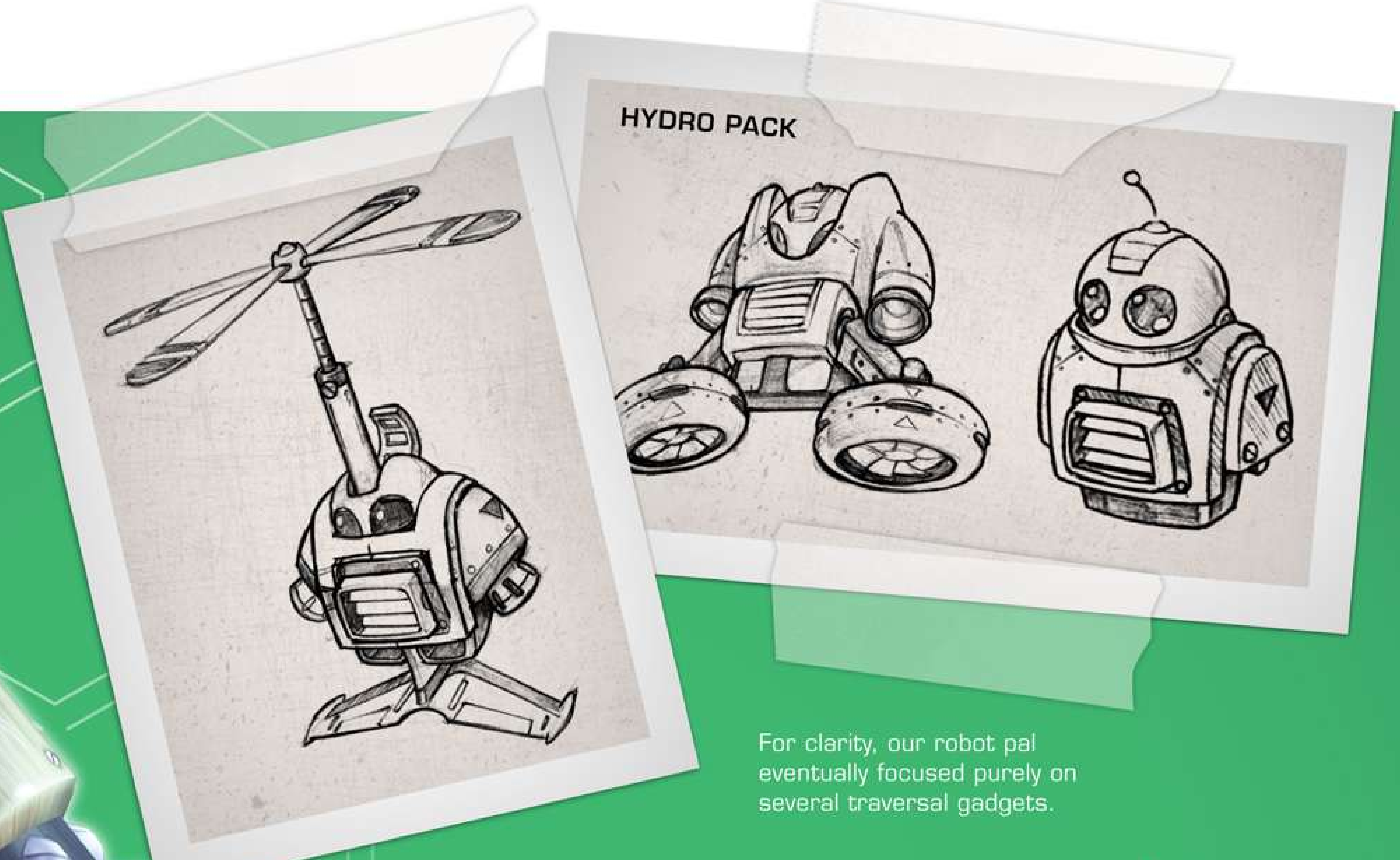
R.Y.N.O.



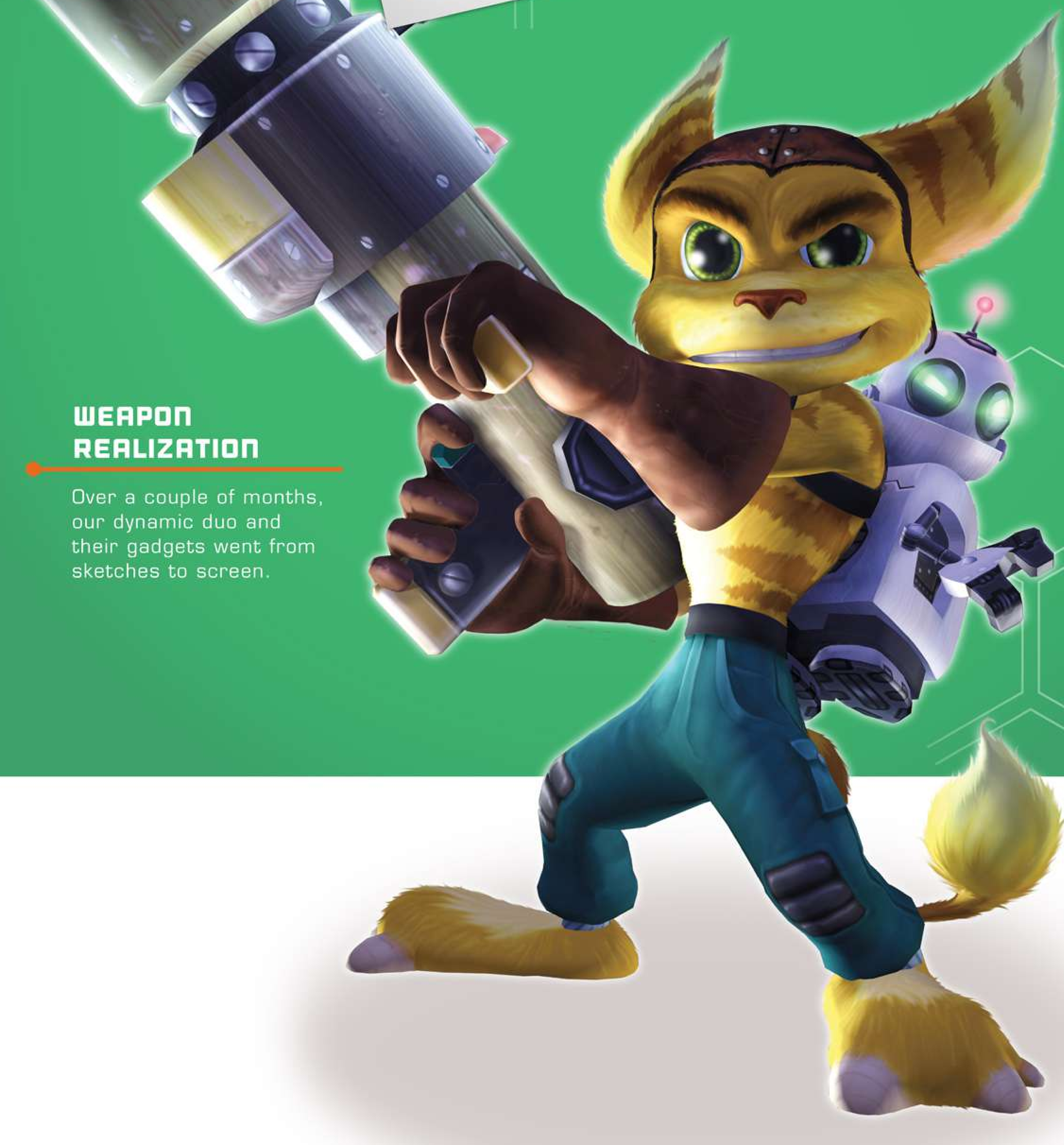
SWING SHOT



PX6 DEVASTATOR



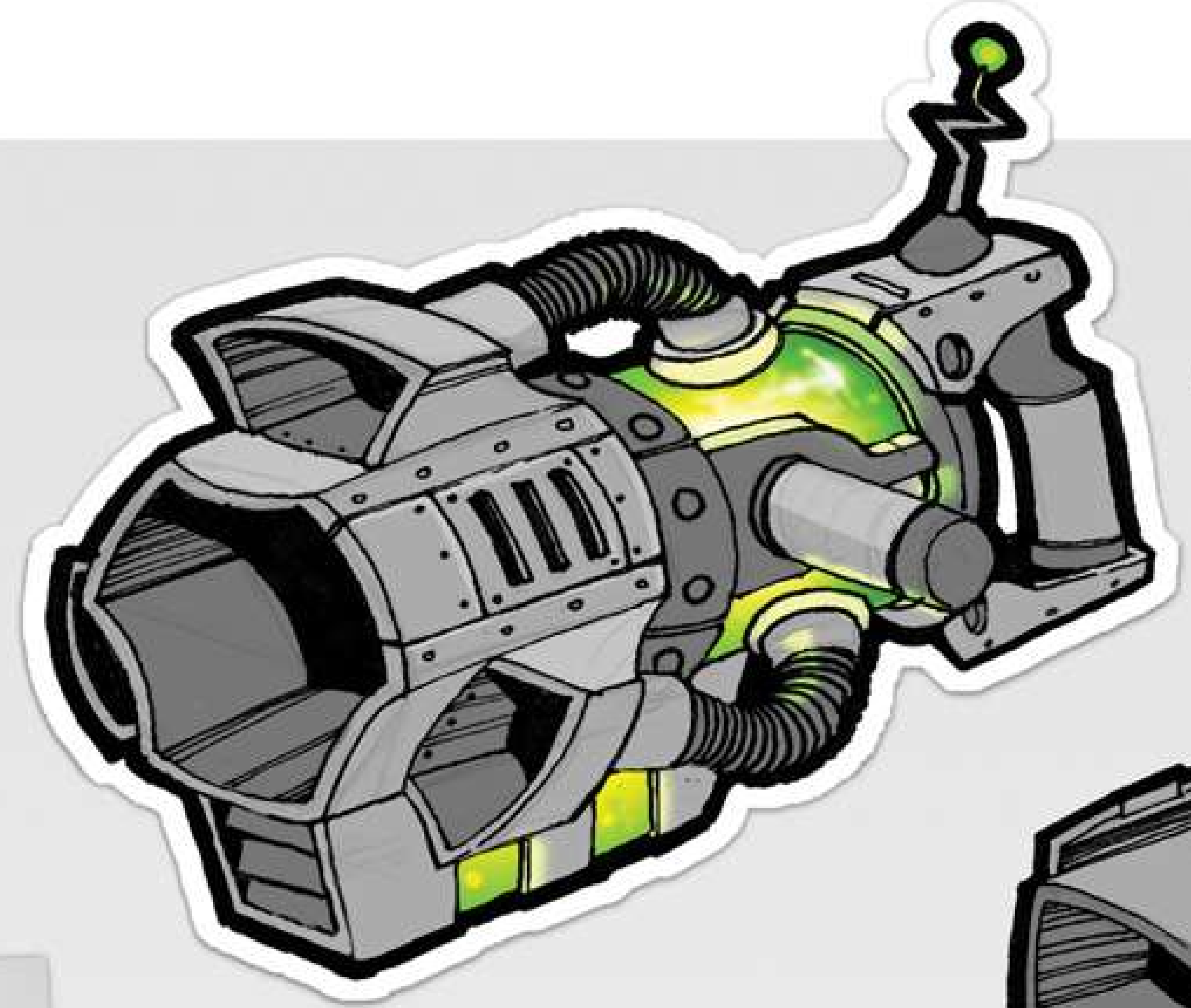
For clarity, our robot pal eventually focused purely on several traversal gadgets.



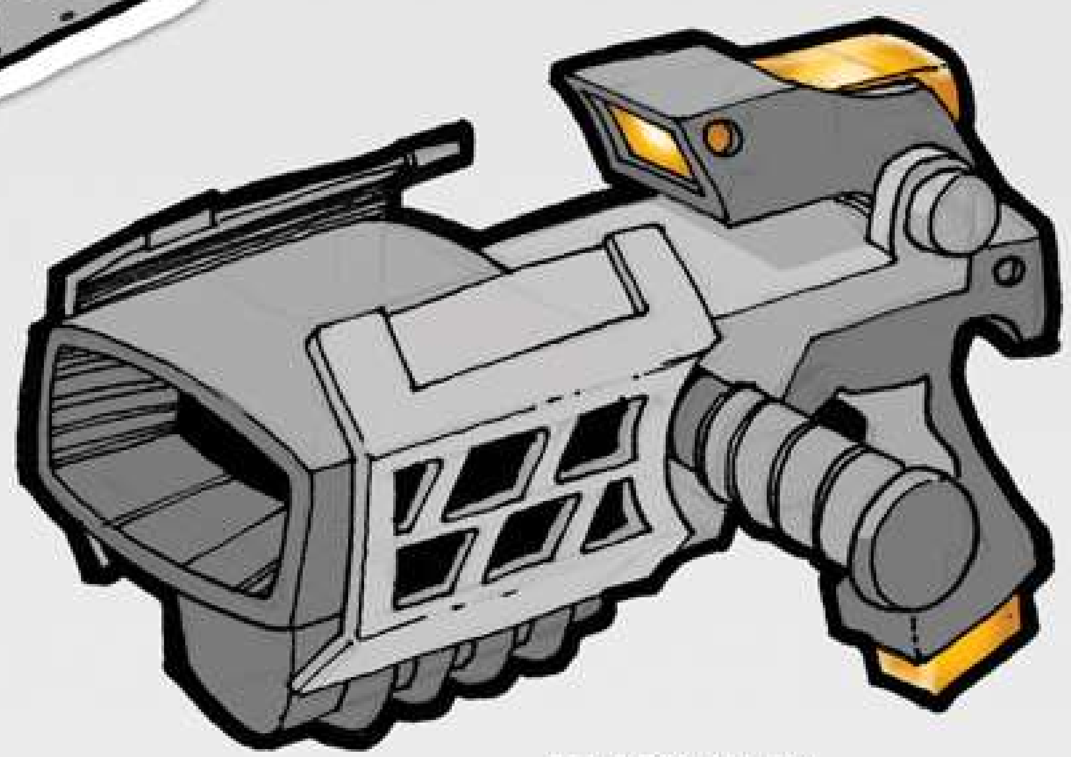
WEAPON REALIZATION

Over a couple of months, our dynamic duo and their gadgets went from sketches to screen.

GOING COMMANDO

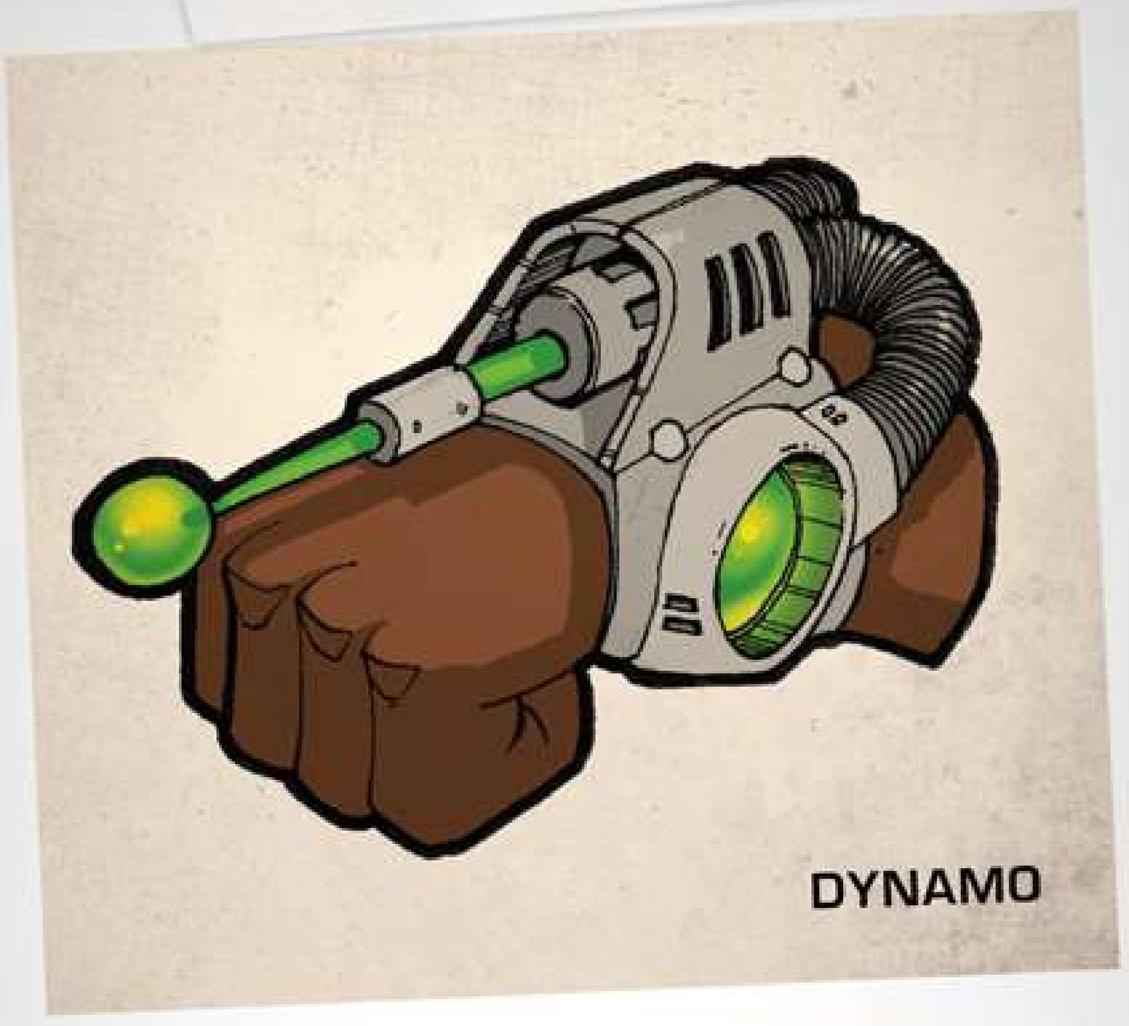


HOVERBOMB GUN

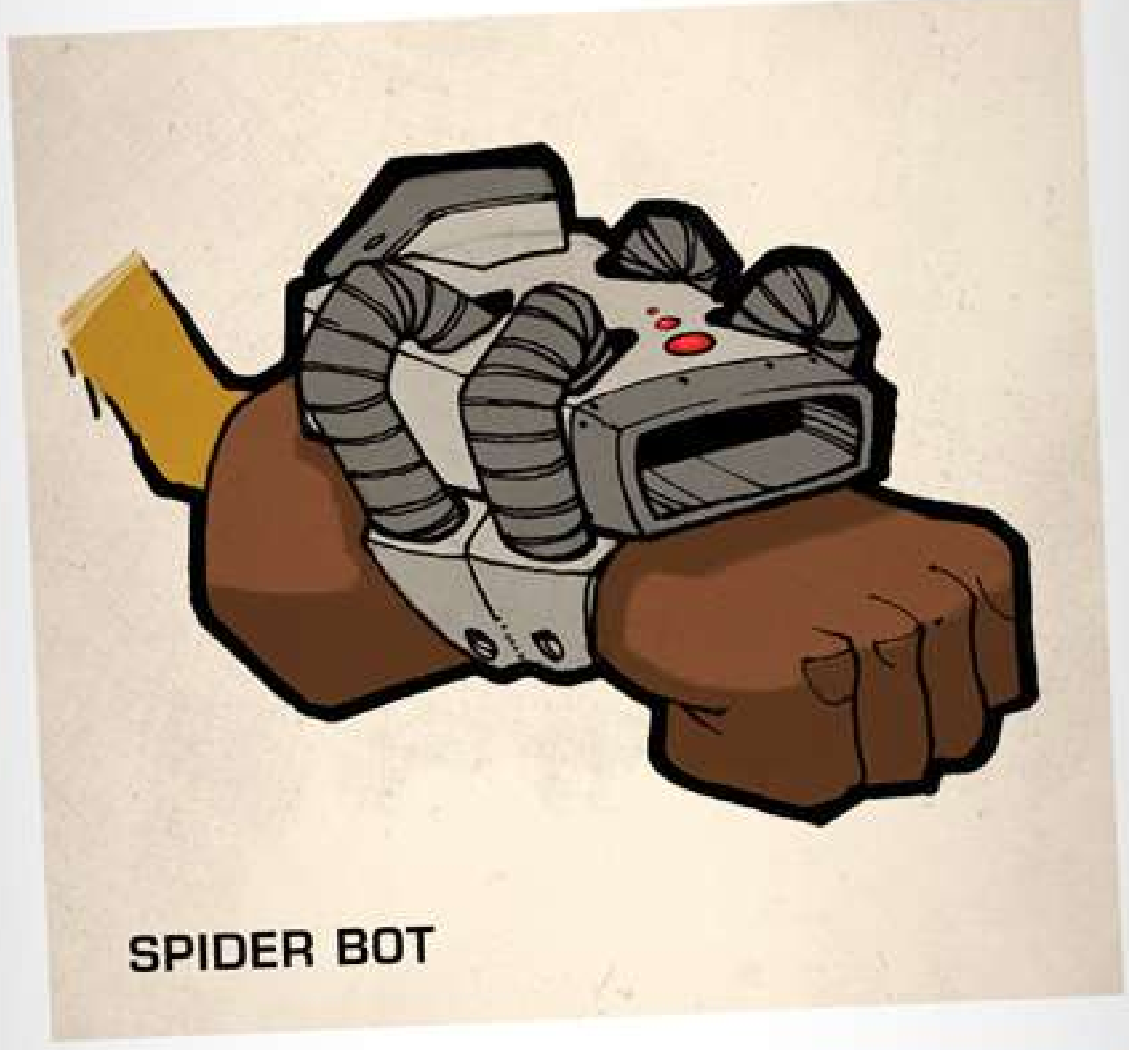


BLITZ GUN

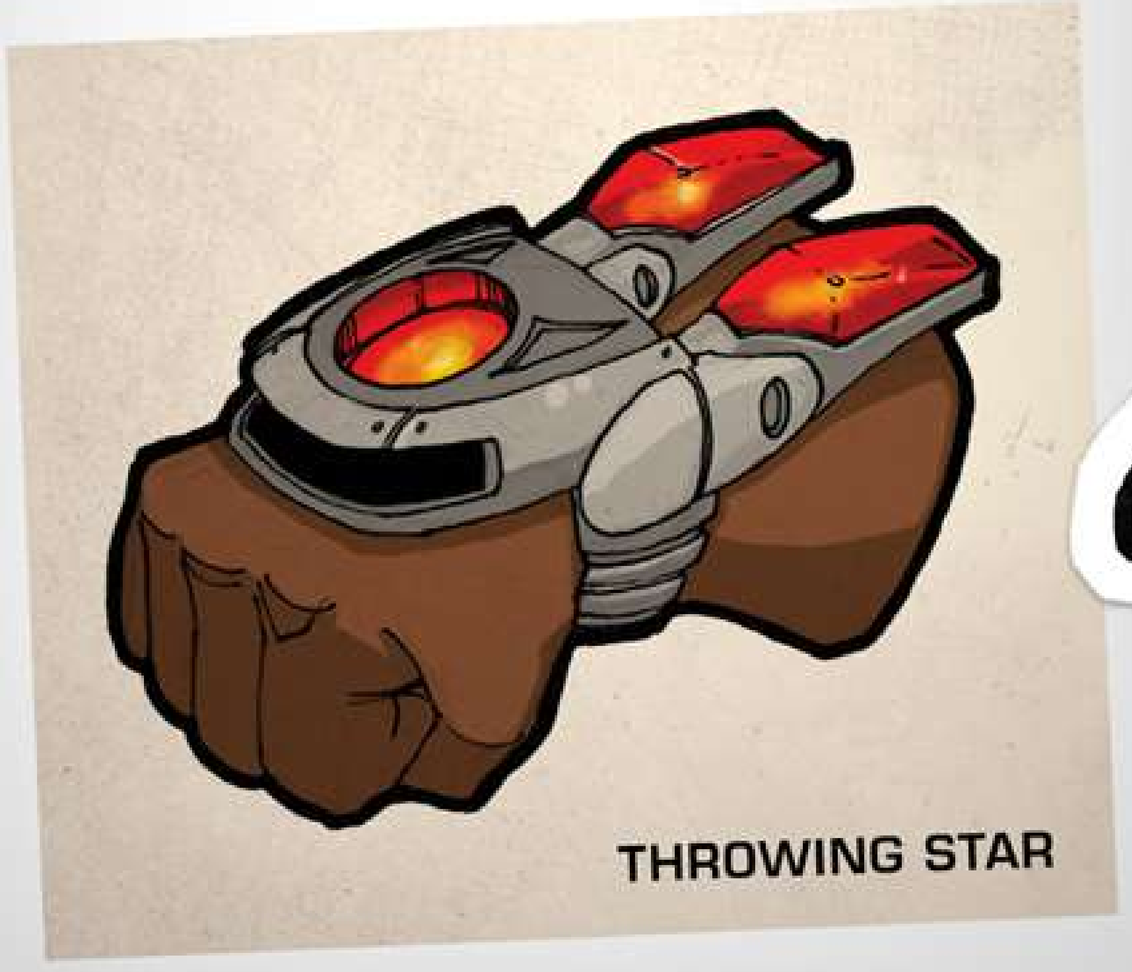
The arsenal's unique variety was essential for the game's frenetic playstyle.



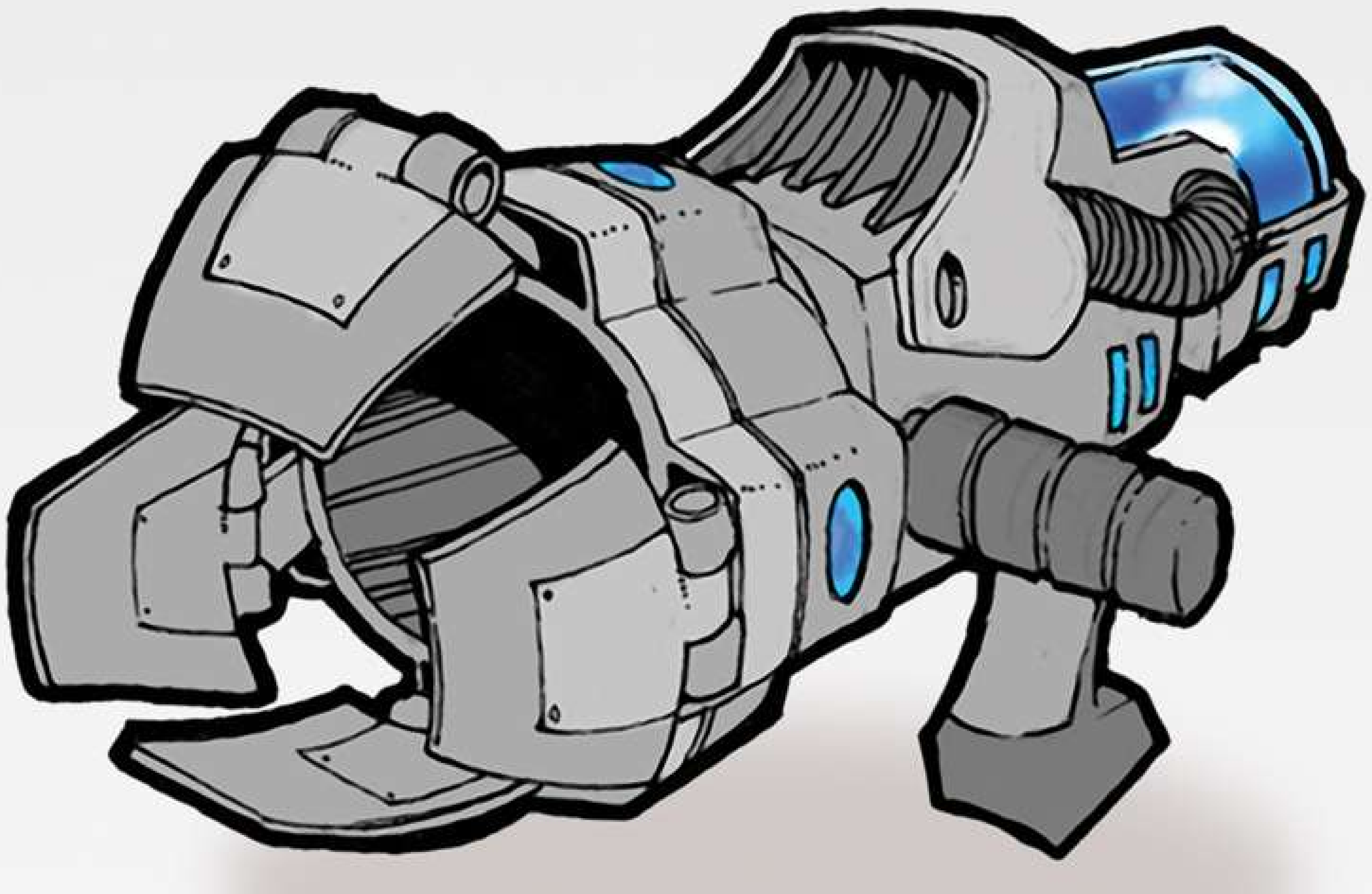
DYNAMO



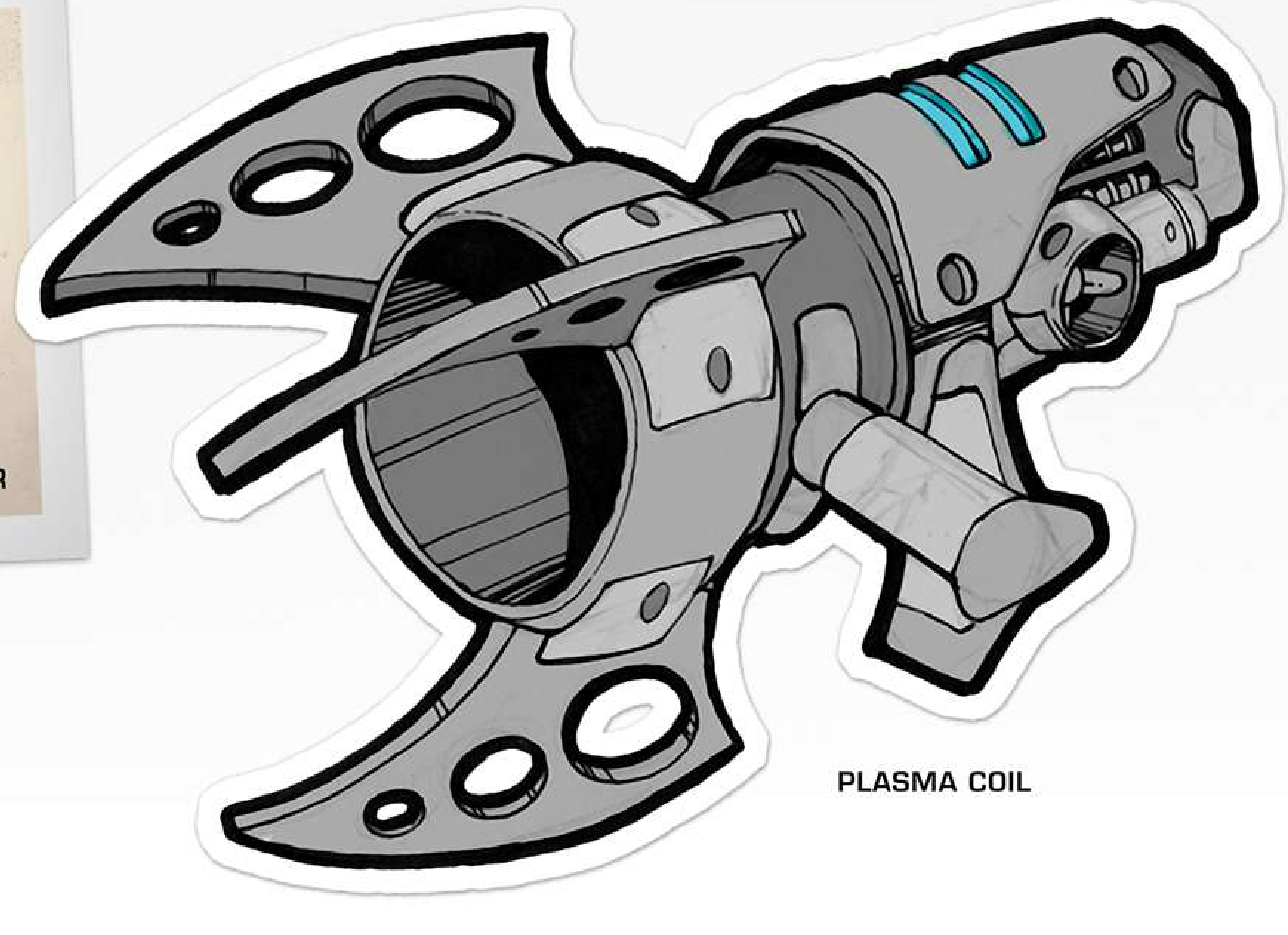
SPIDER BOT



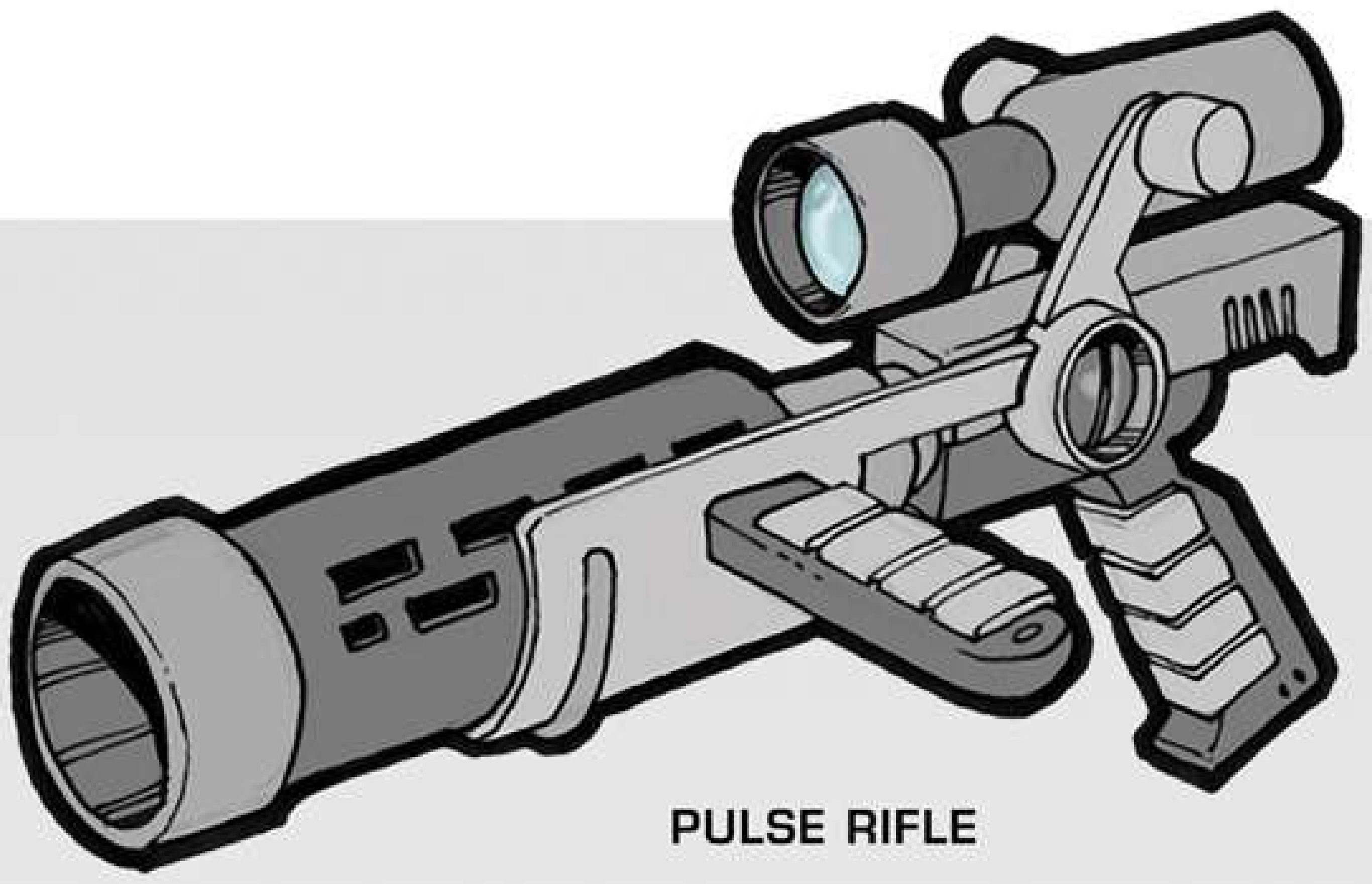
THROWING STAR



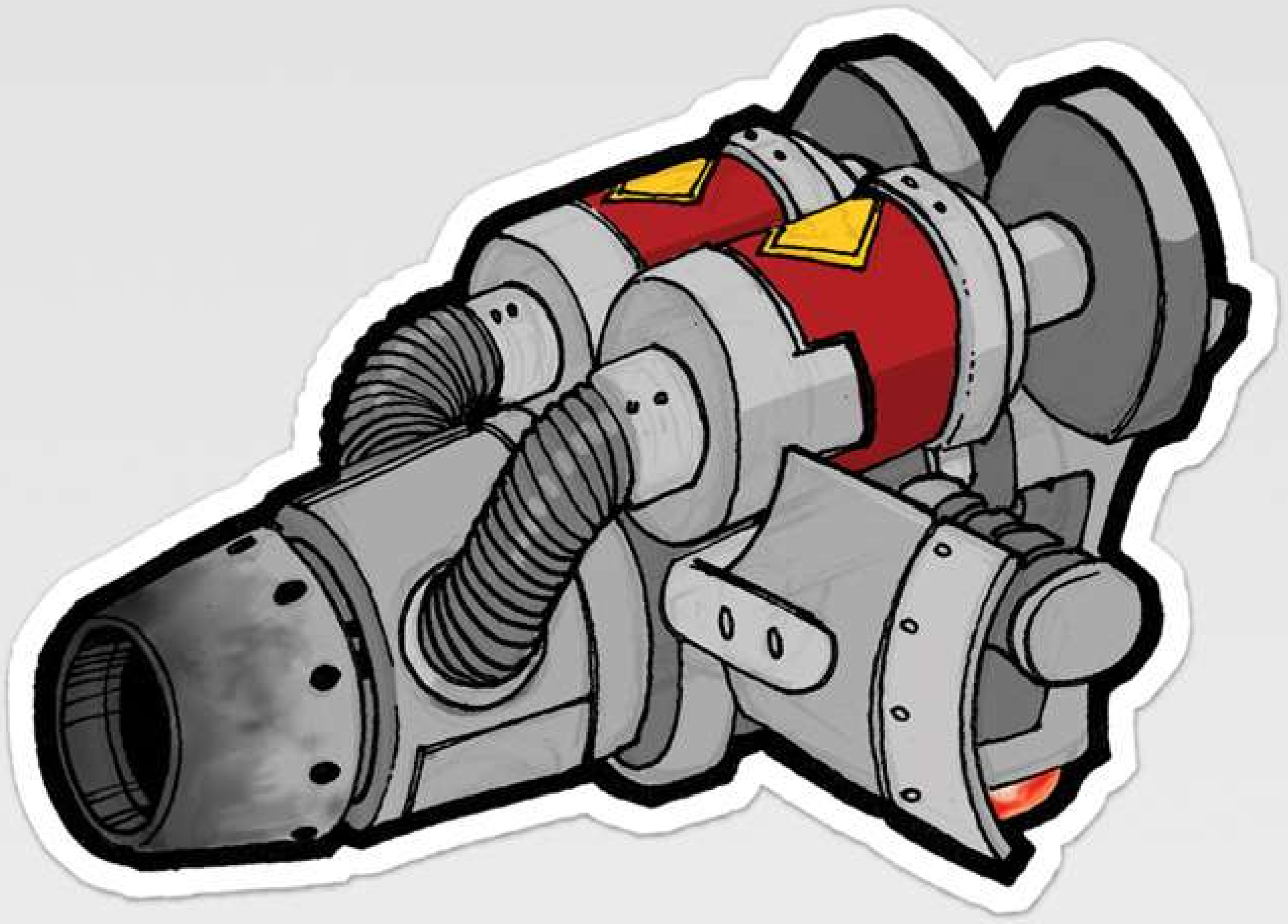
GRAVITY BOMB LAUNCHER



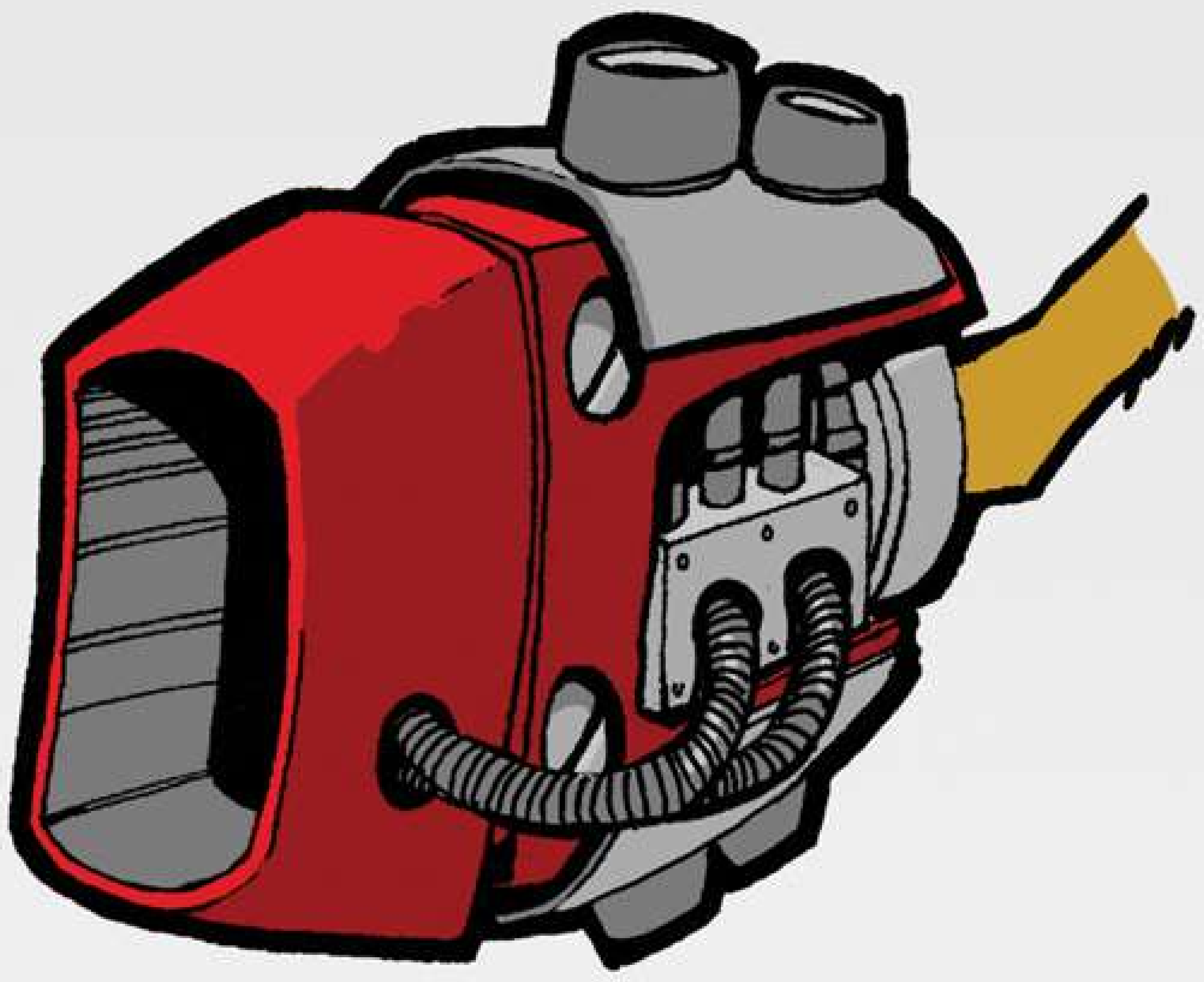
PLASMA COIL



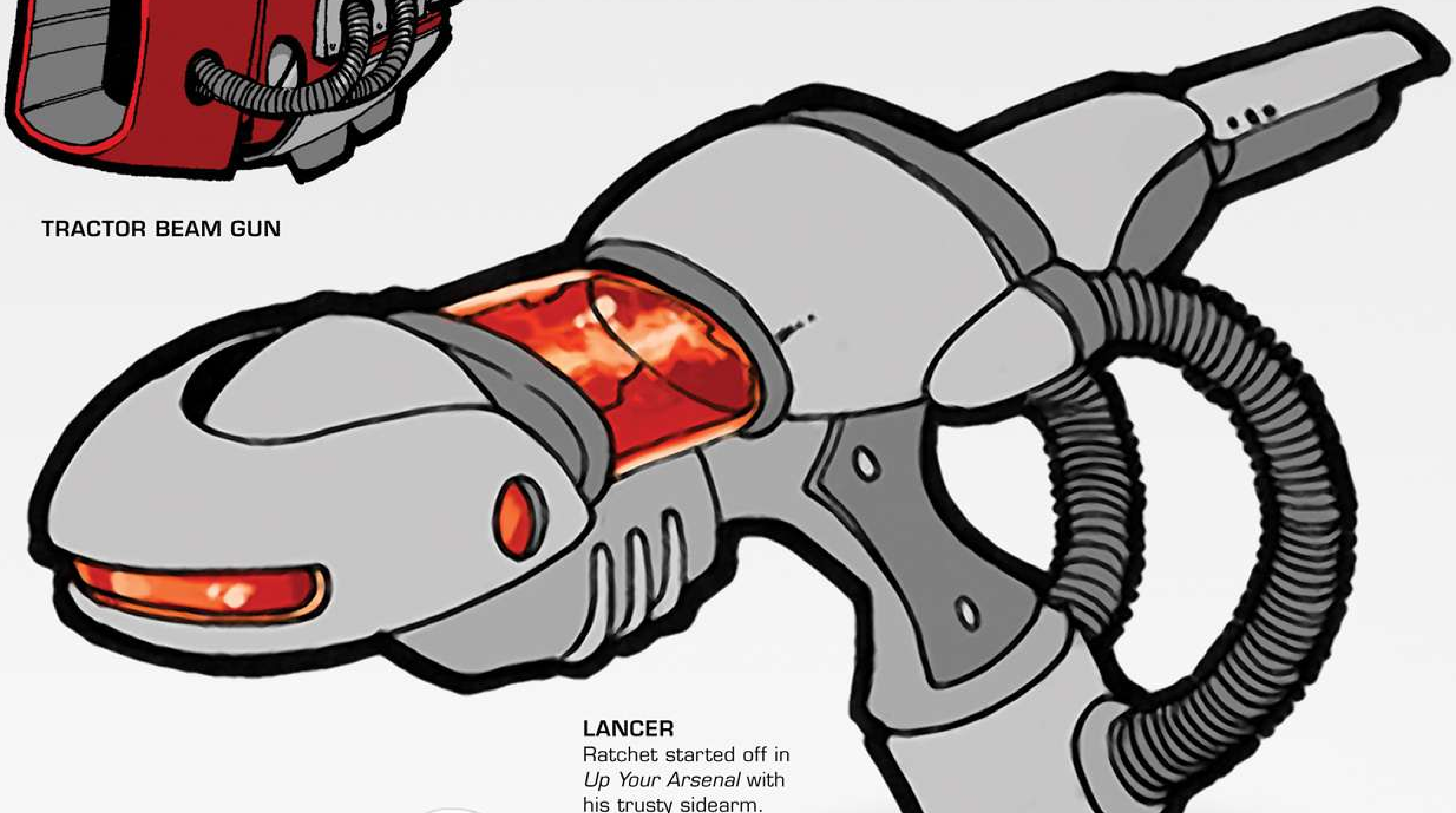
PULSE RIFLE



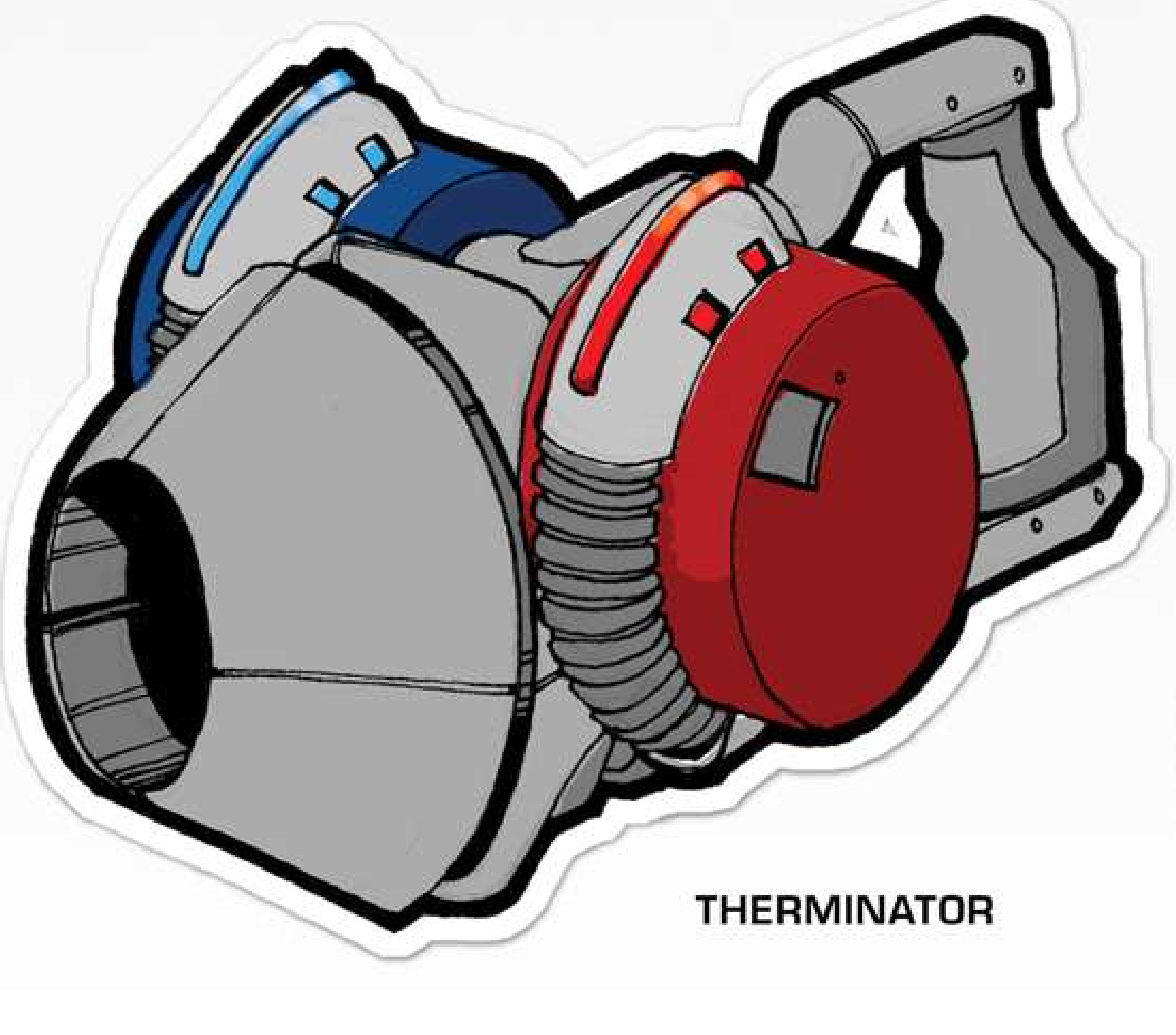
FLAMETHROWER (Unused Concept)



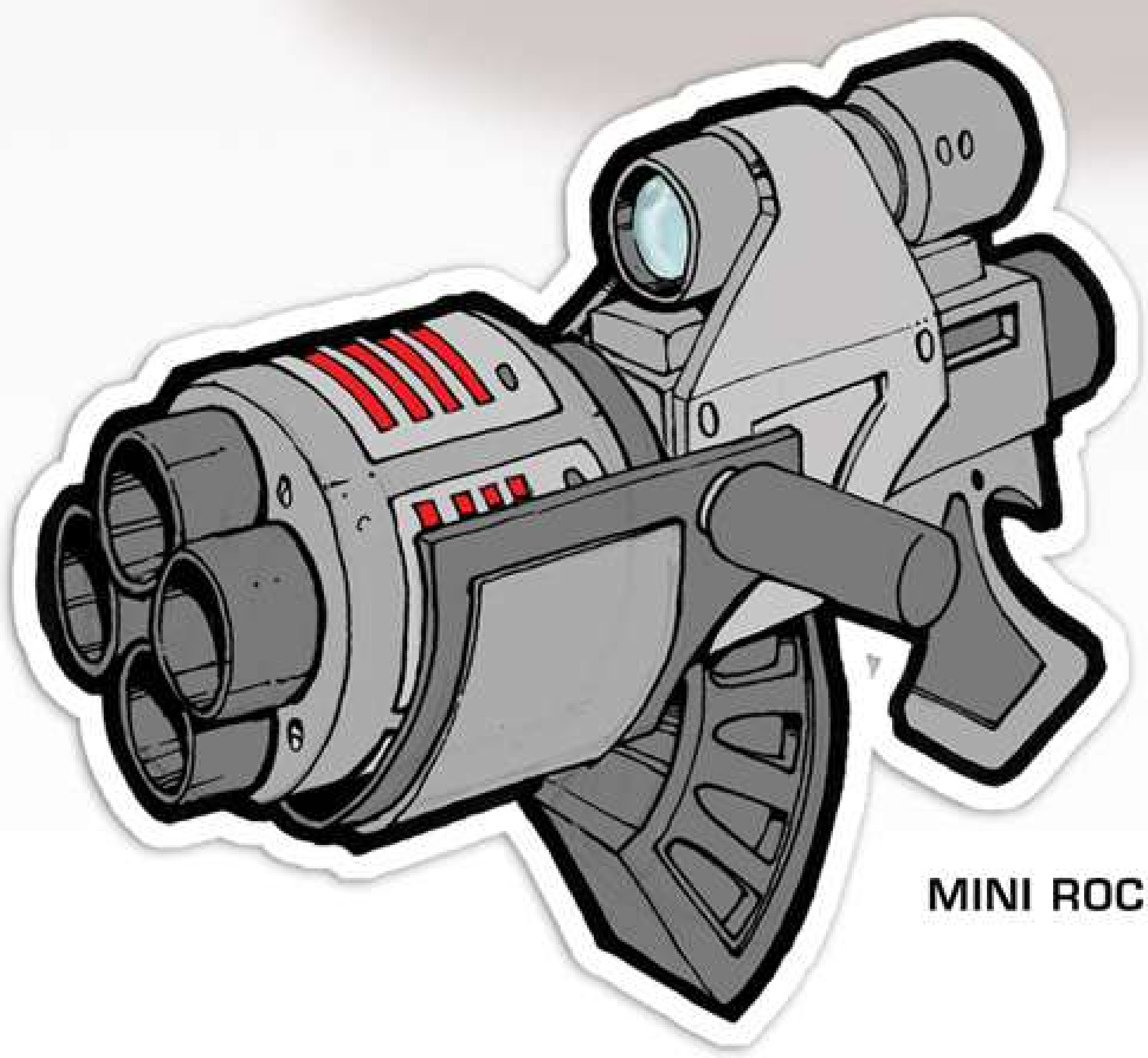
TRACTOR BEAM GUN



LANCER
Ratchet started off in *Up Your Arsenal* with his trusty sidearm.

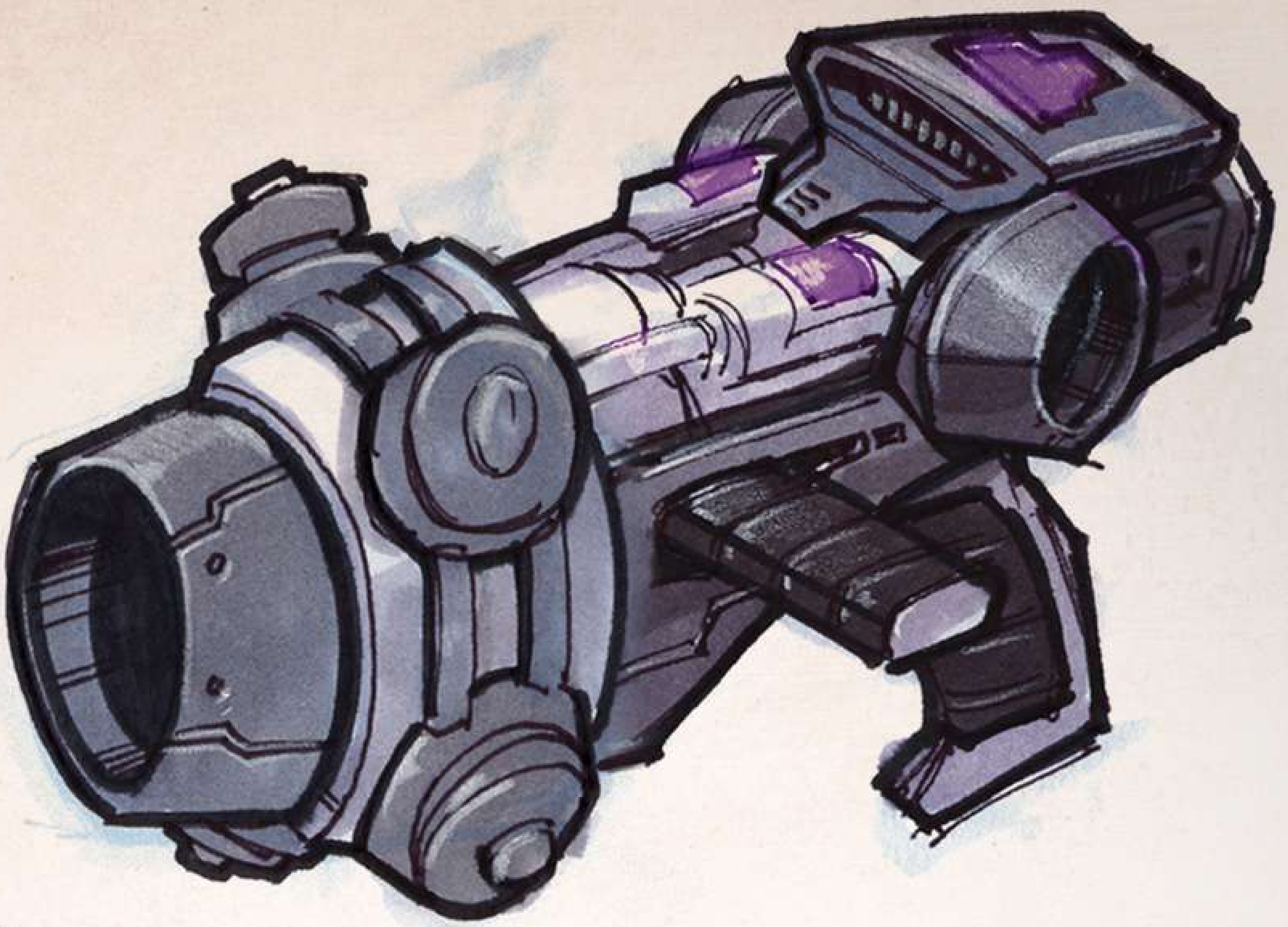


THERMINATOR

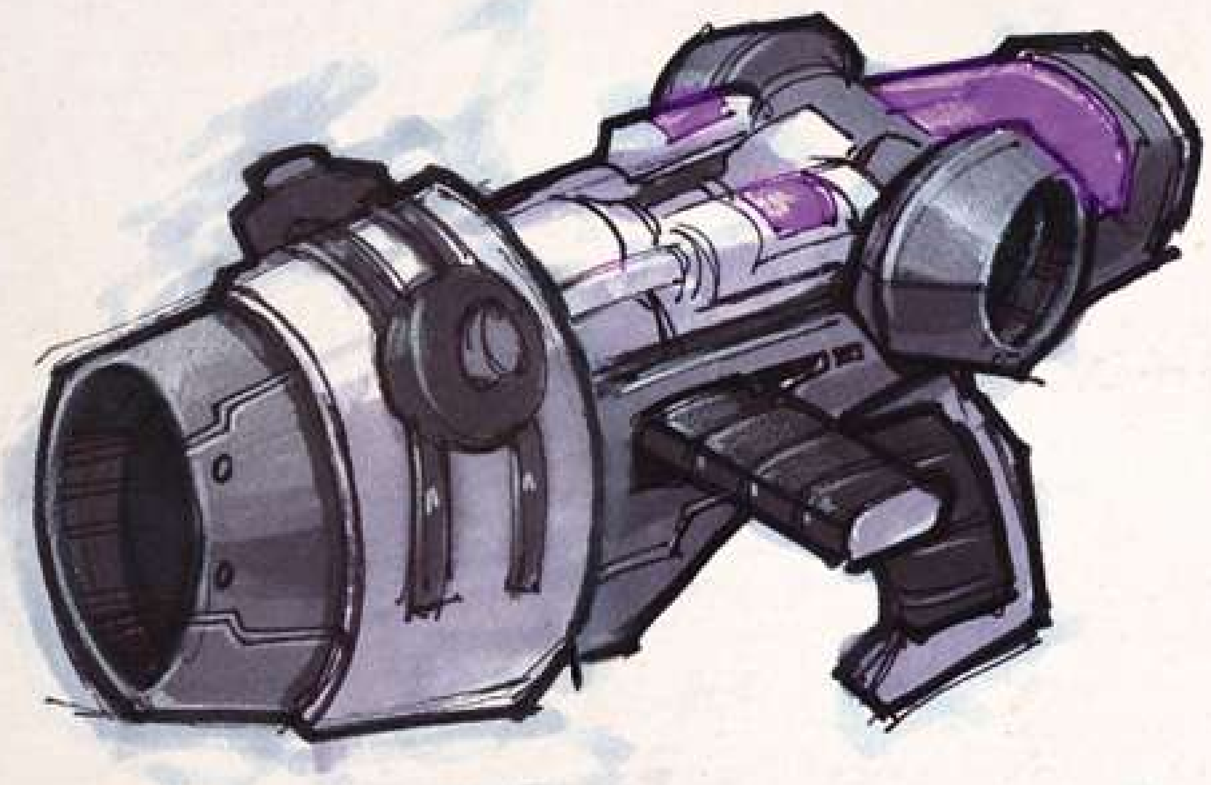


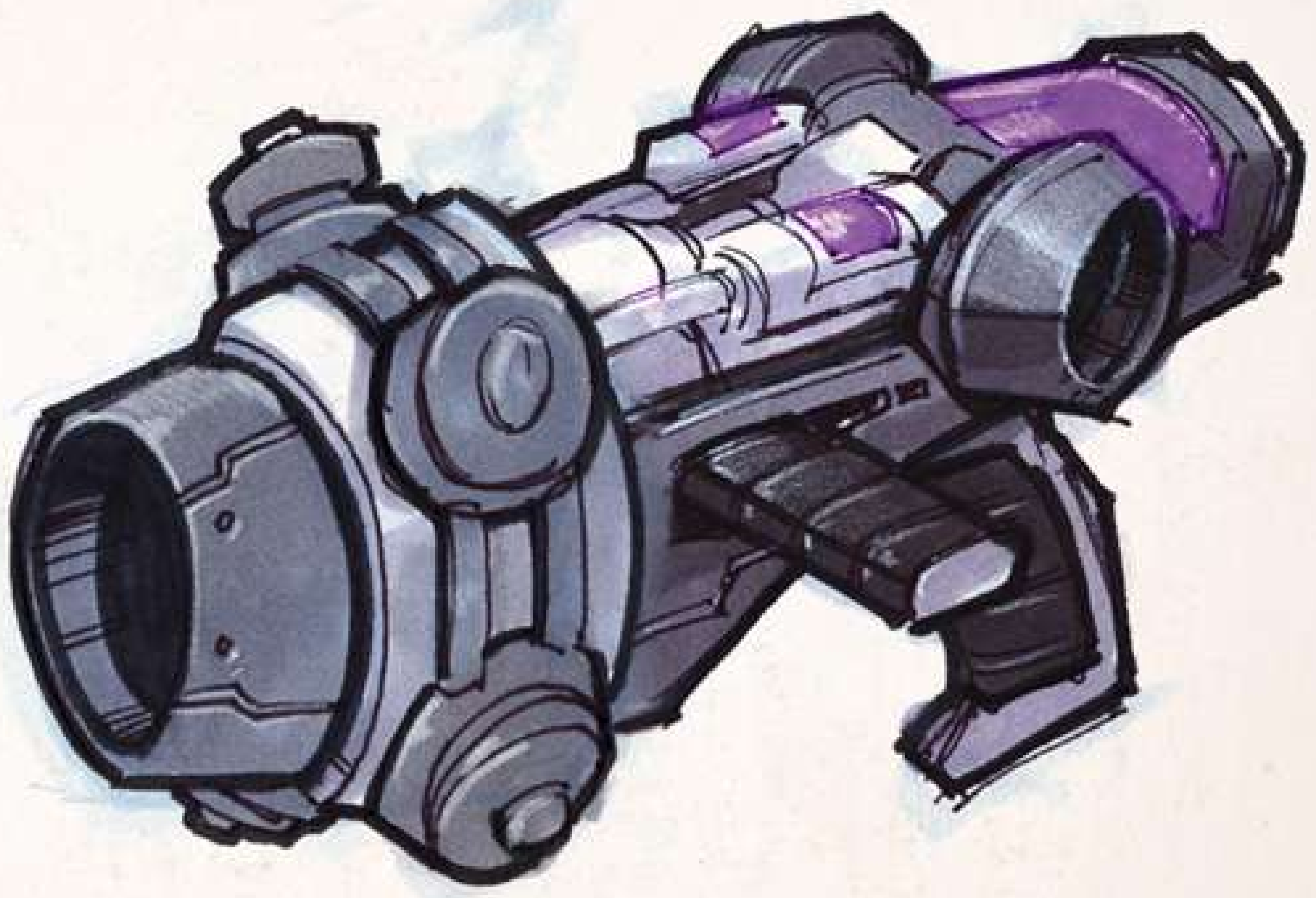
MINI ROCKET

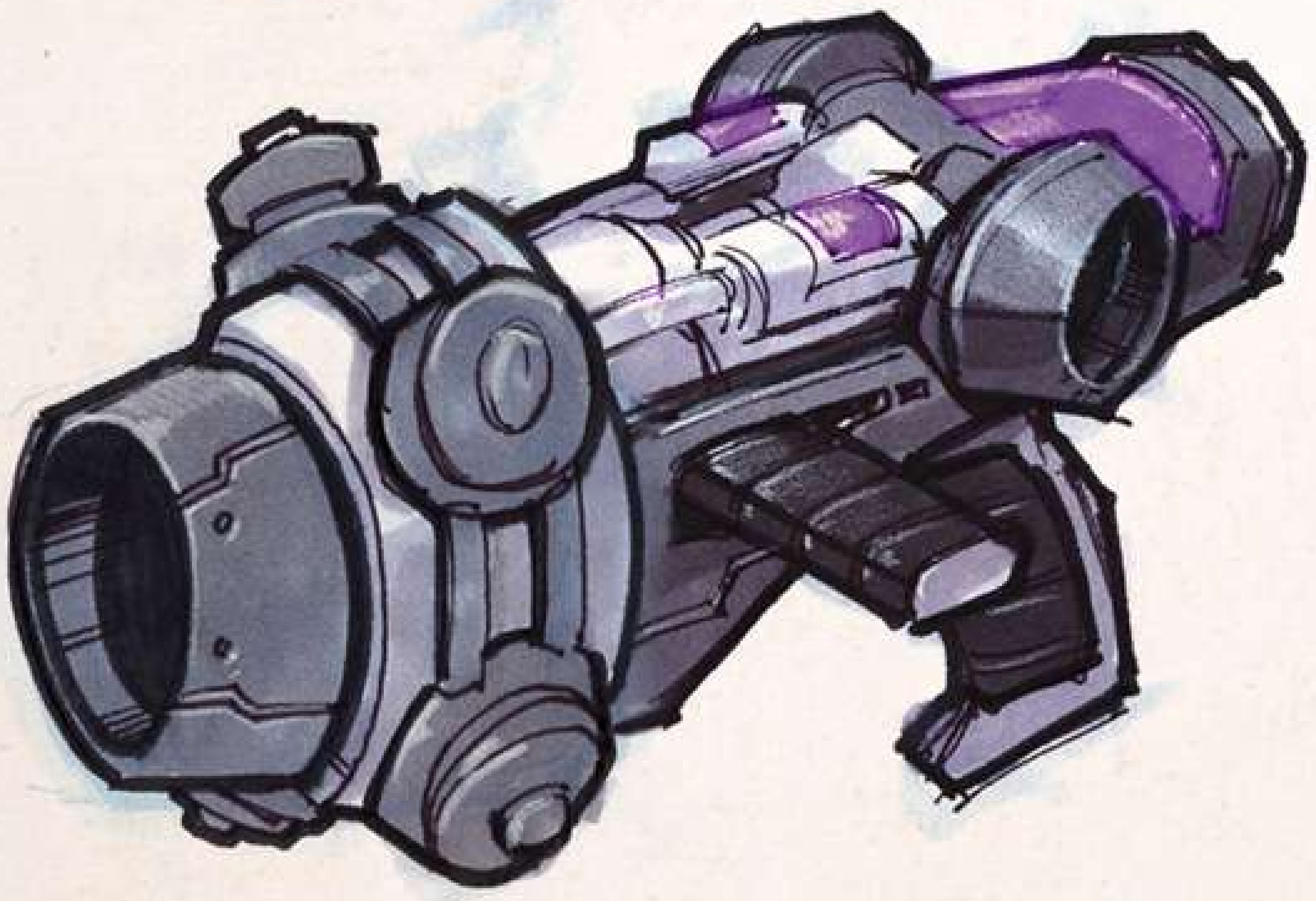
UP YOUR ARSENAL

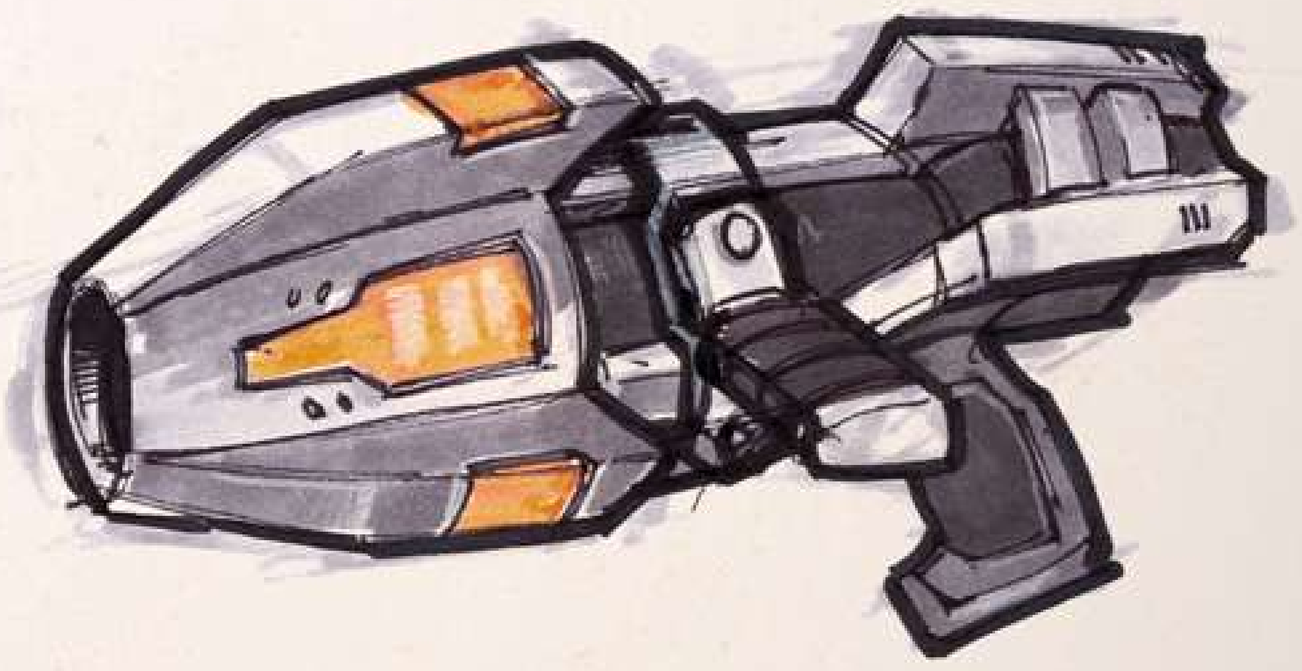


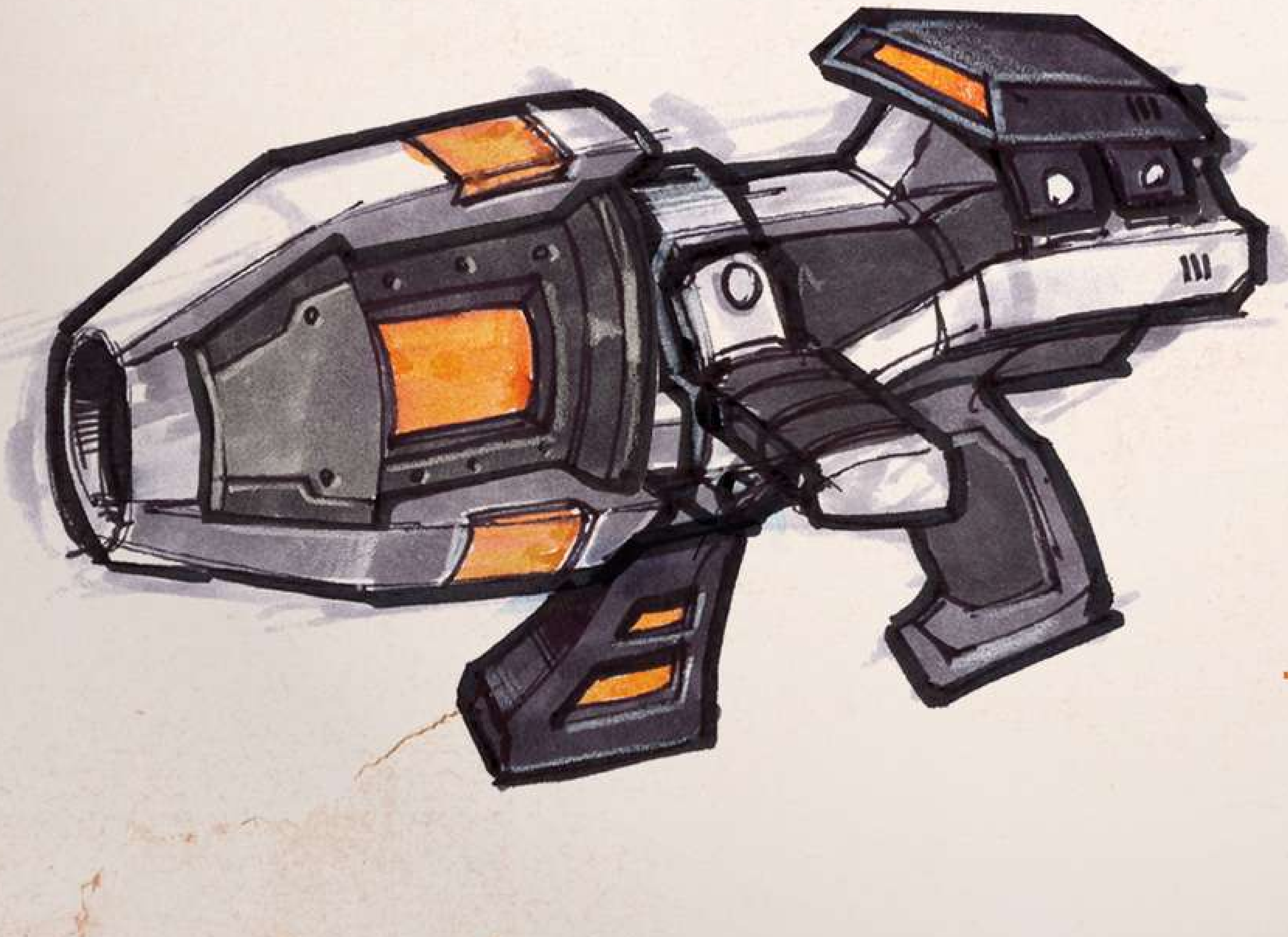
NITRO CHARGER

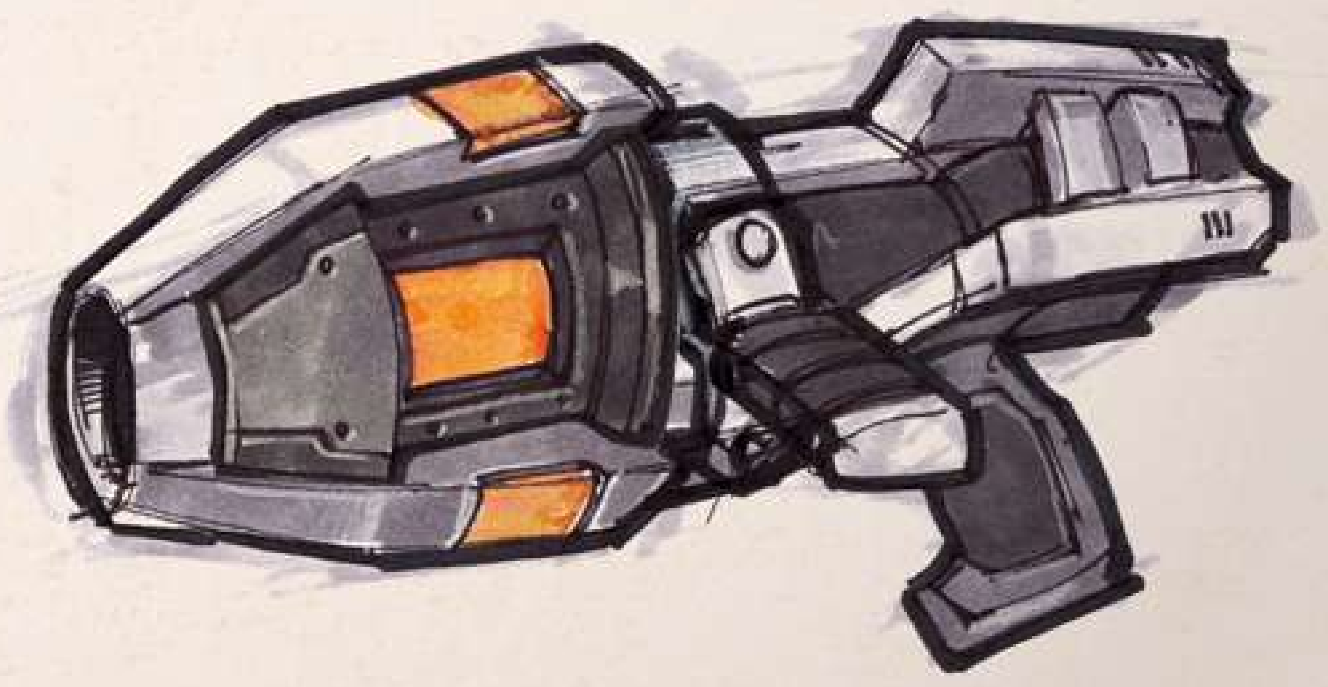




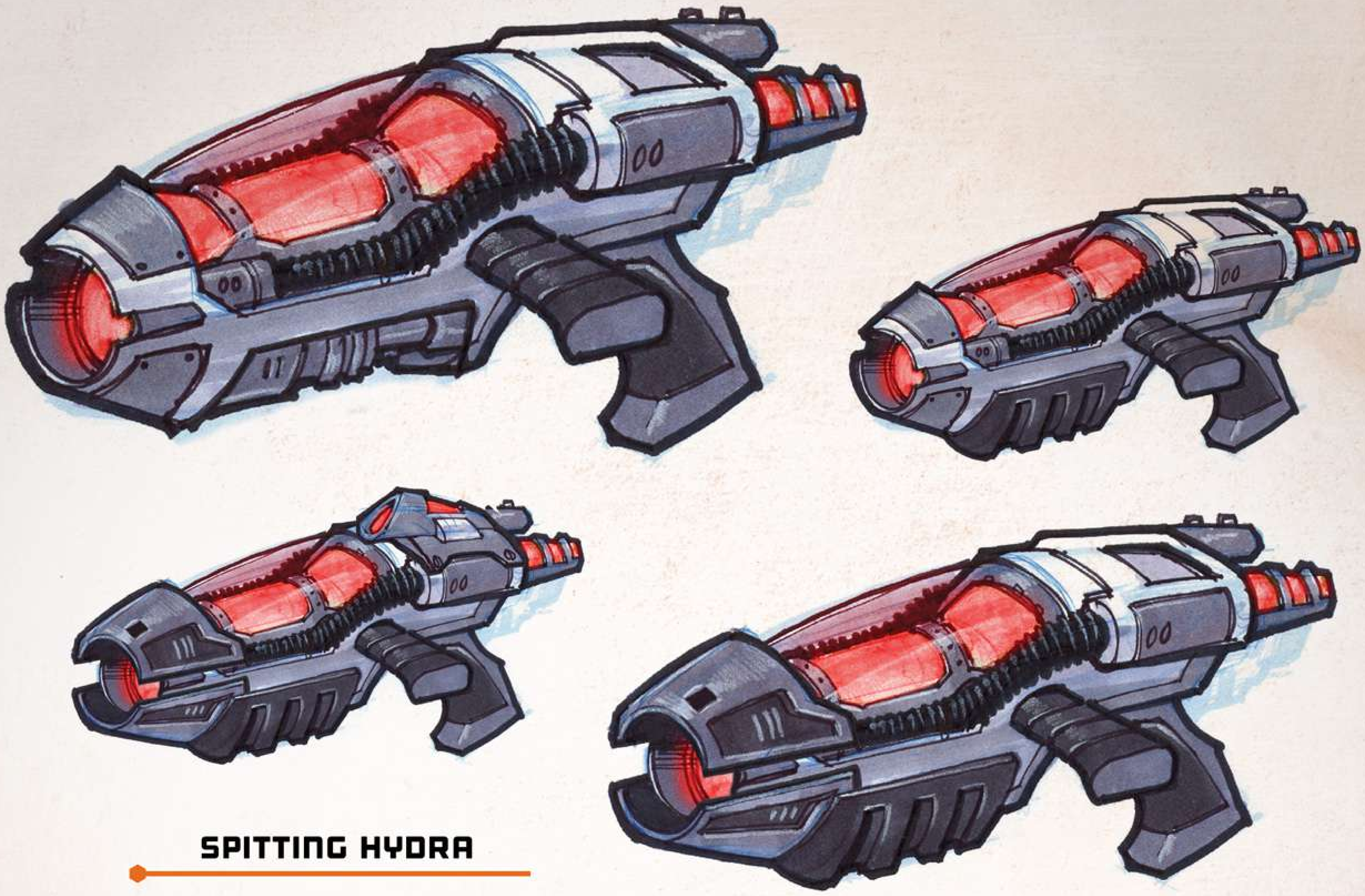






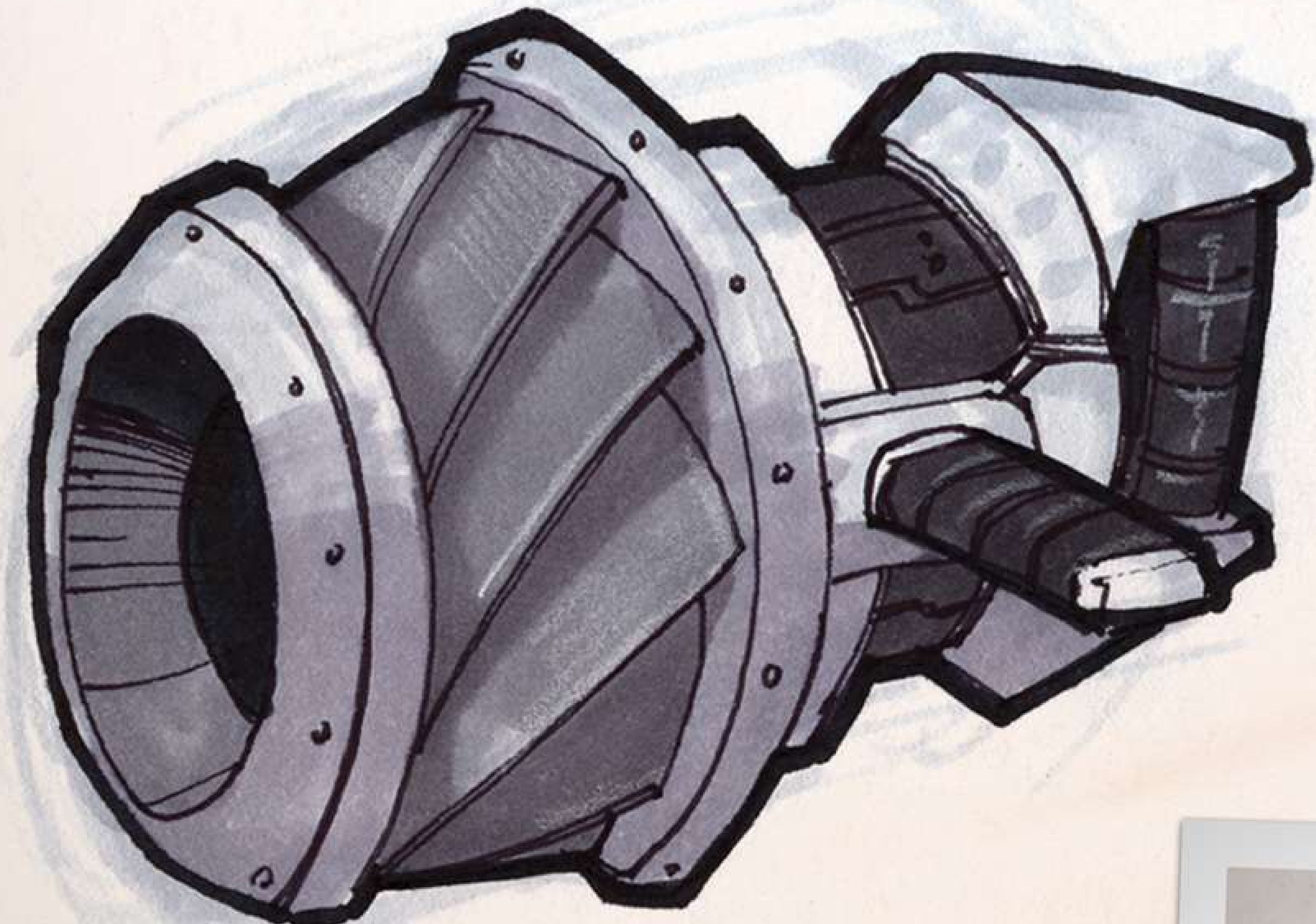


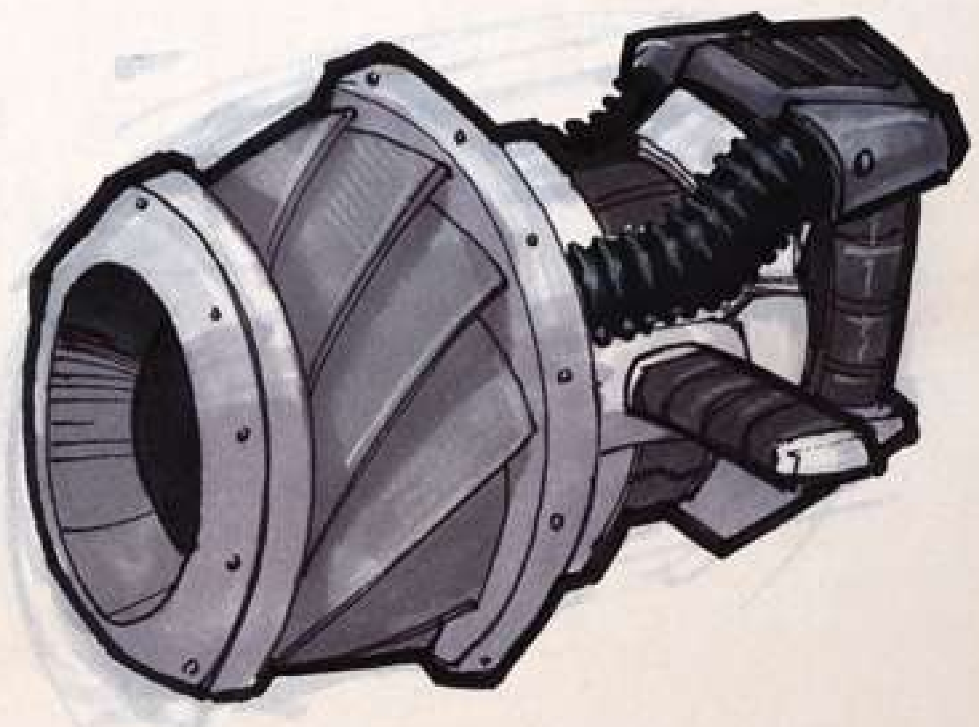
ANNIHILATOR

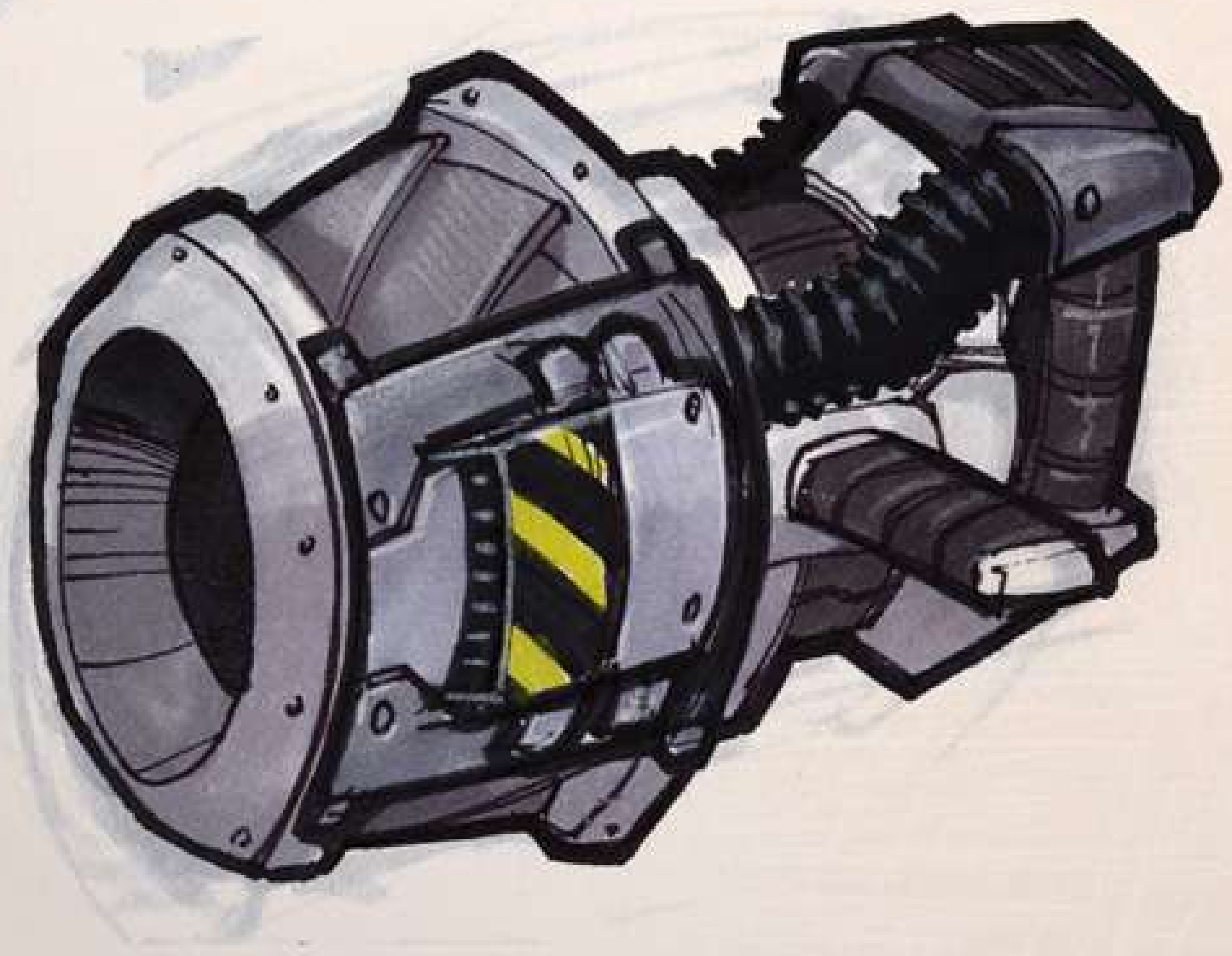


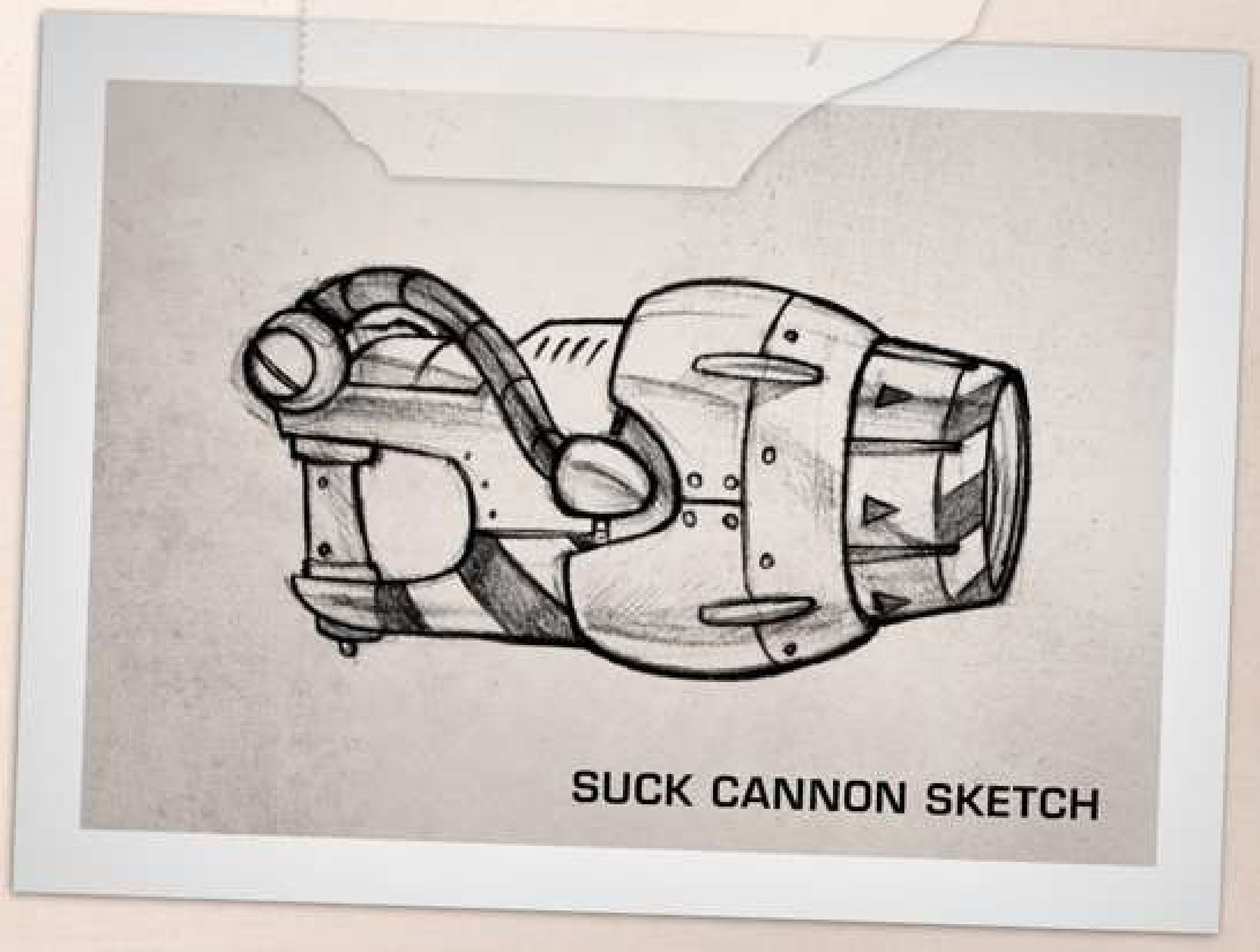
SPITTING HYDRA

SUCK CANNON







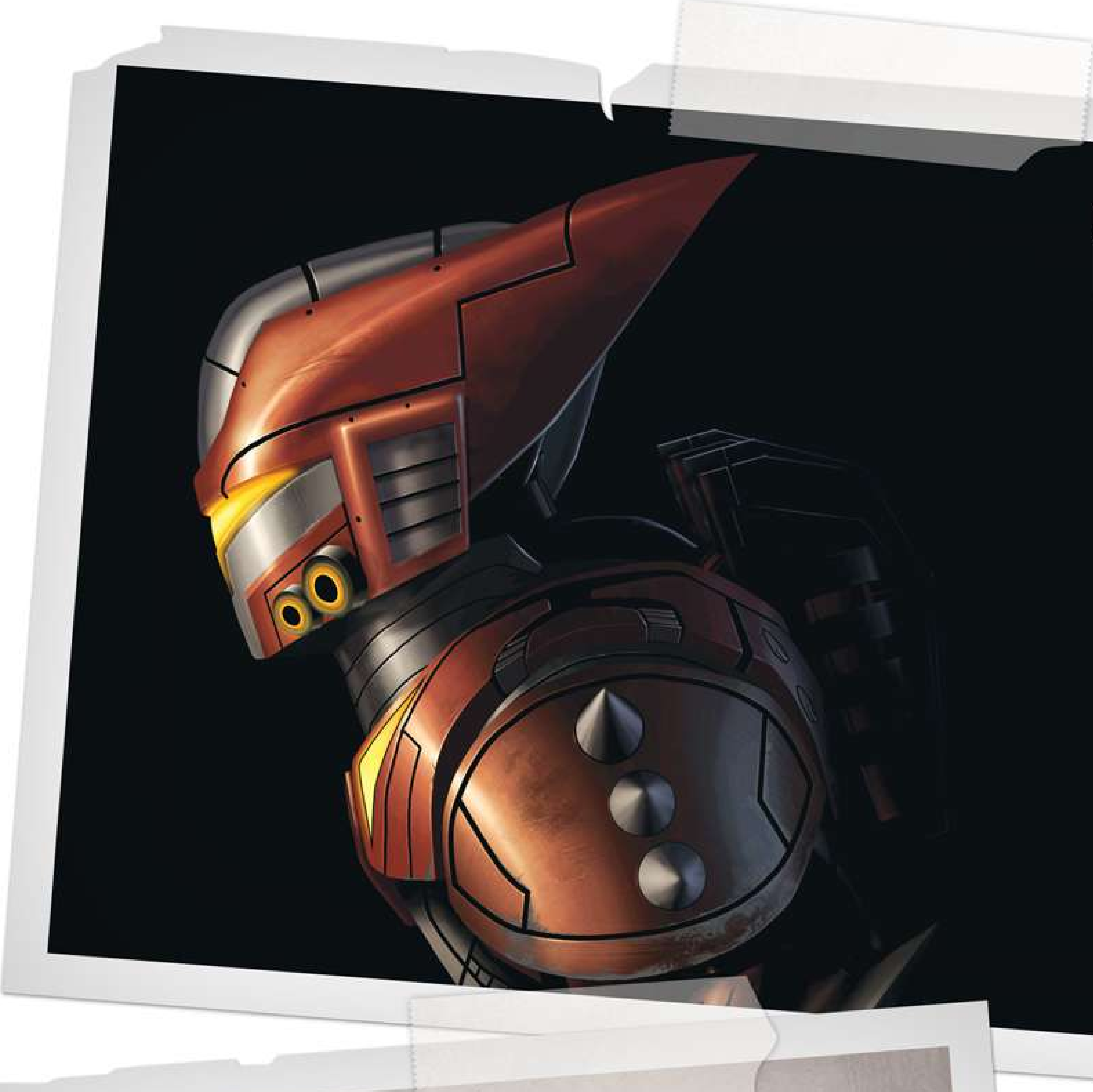


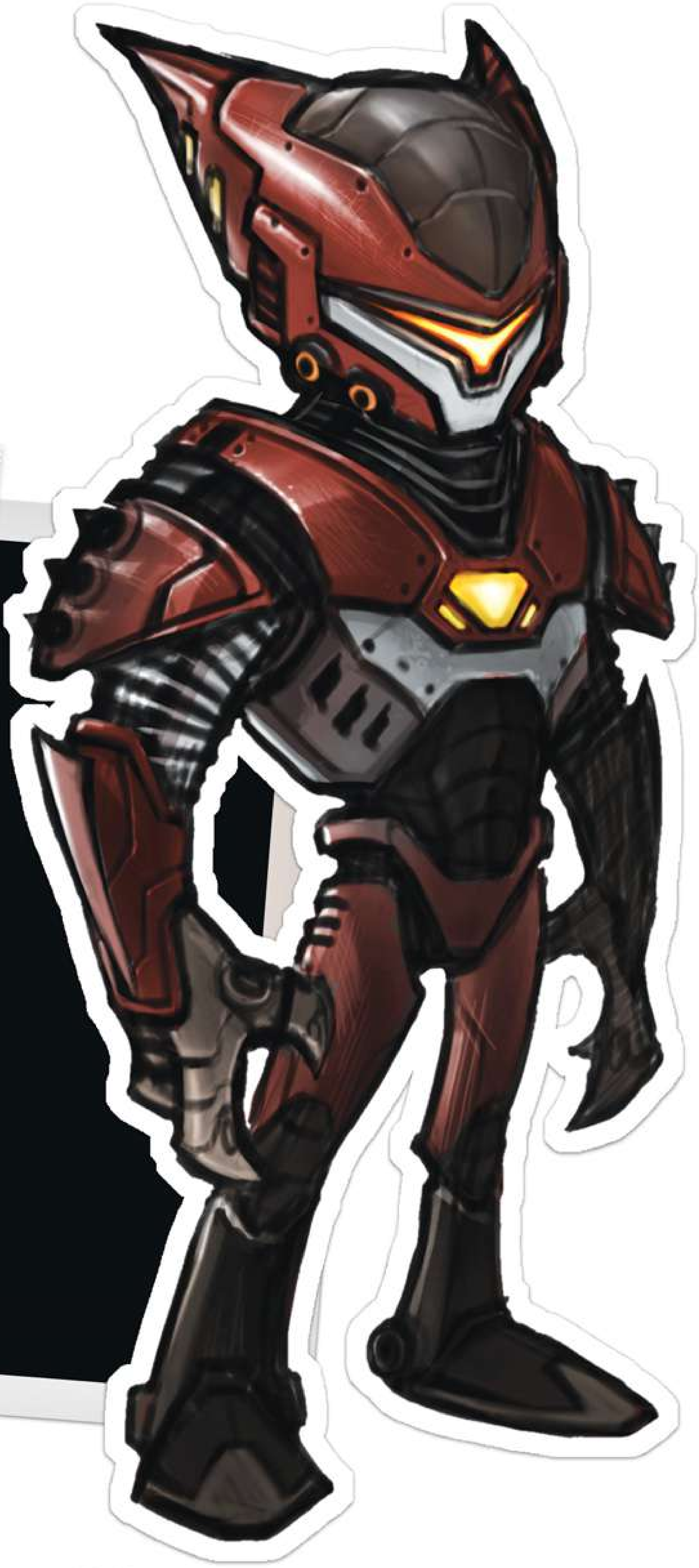
SUCK CANNON SKETCH

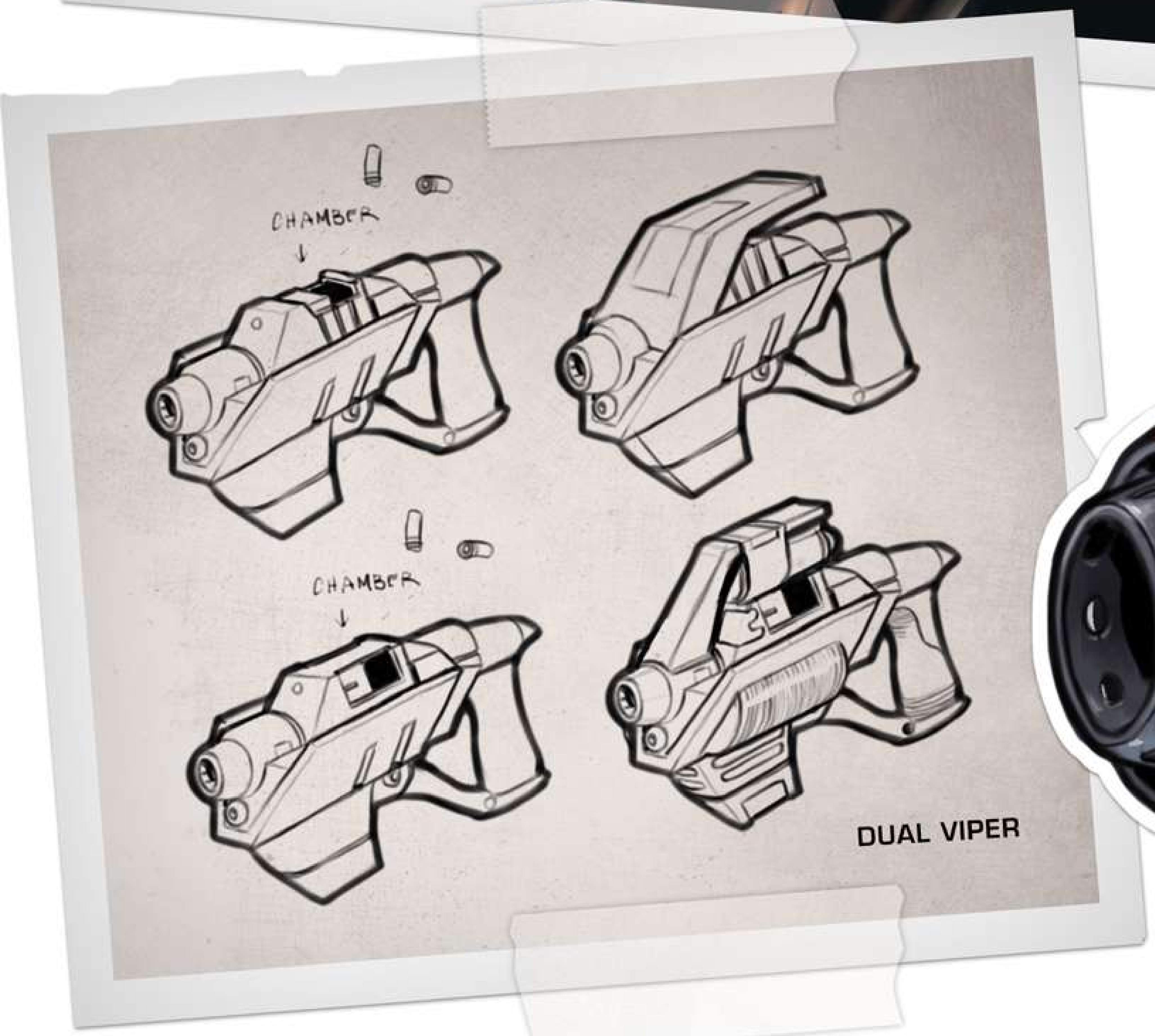
DEADLOCKED

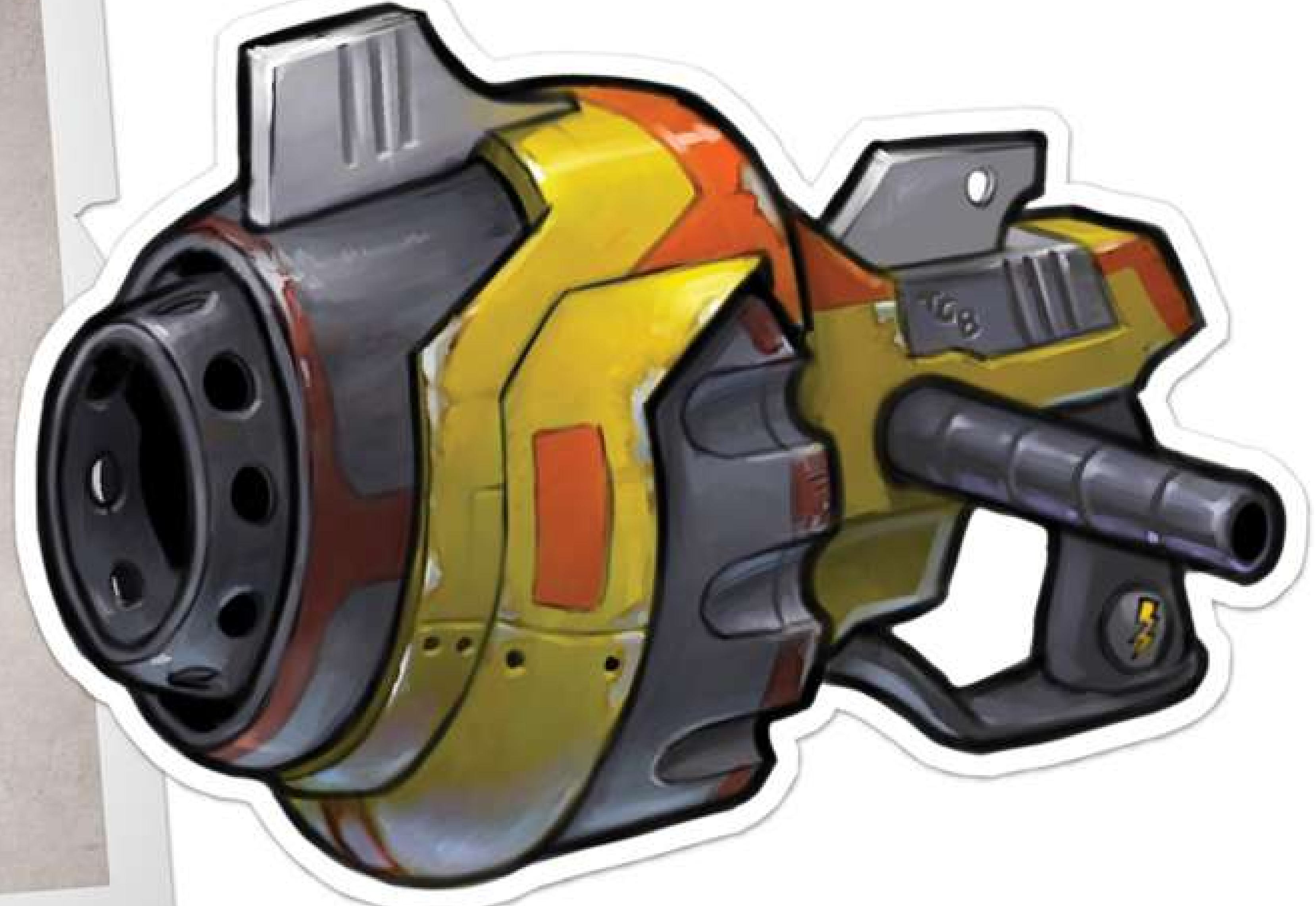
RATCHET'S MARAUDER ARMOR

Ratchet: Deadlocked marked a tonal departure for the game and art style. Ratchet's more menacing look became polarizing inside and outside the studio.



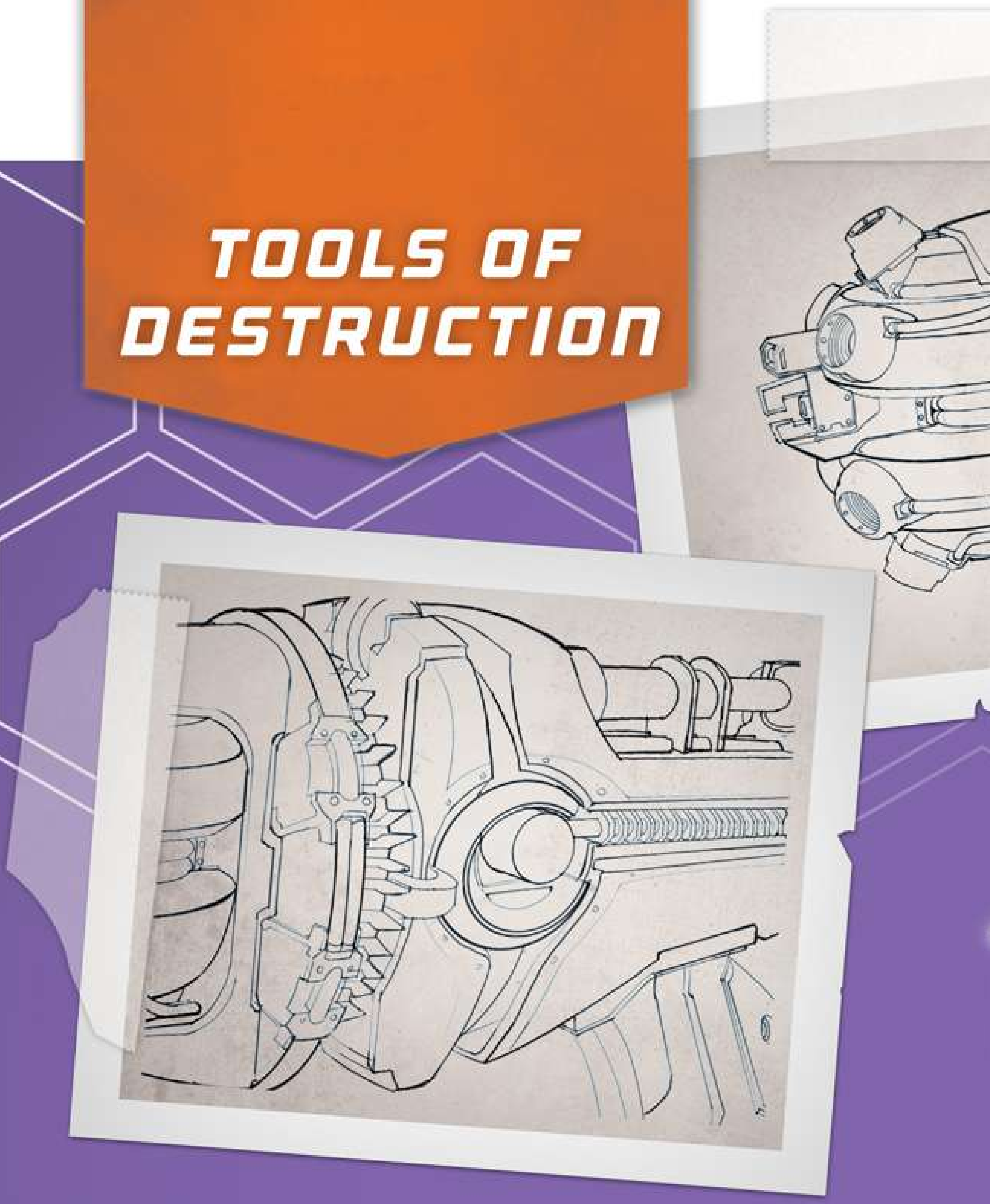




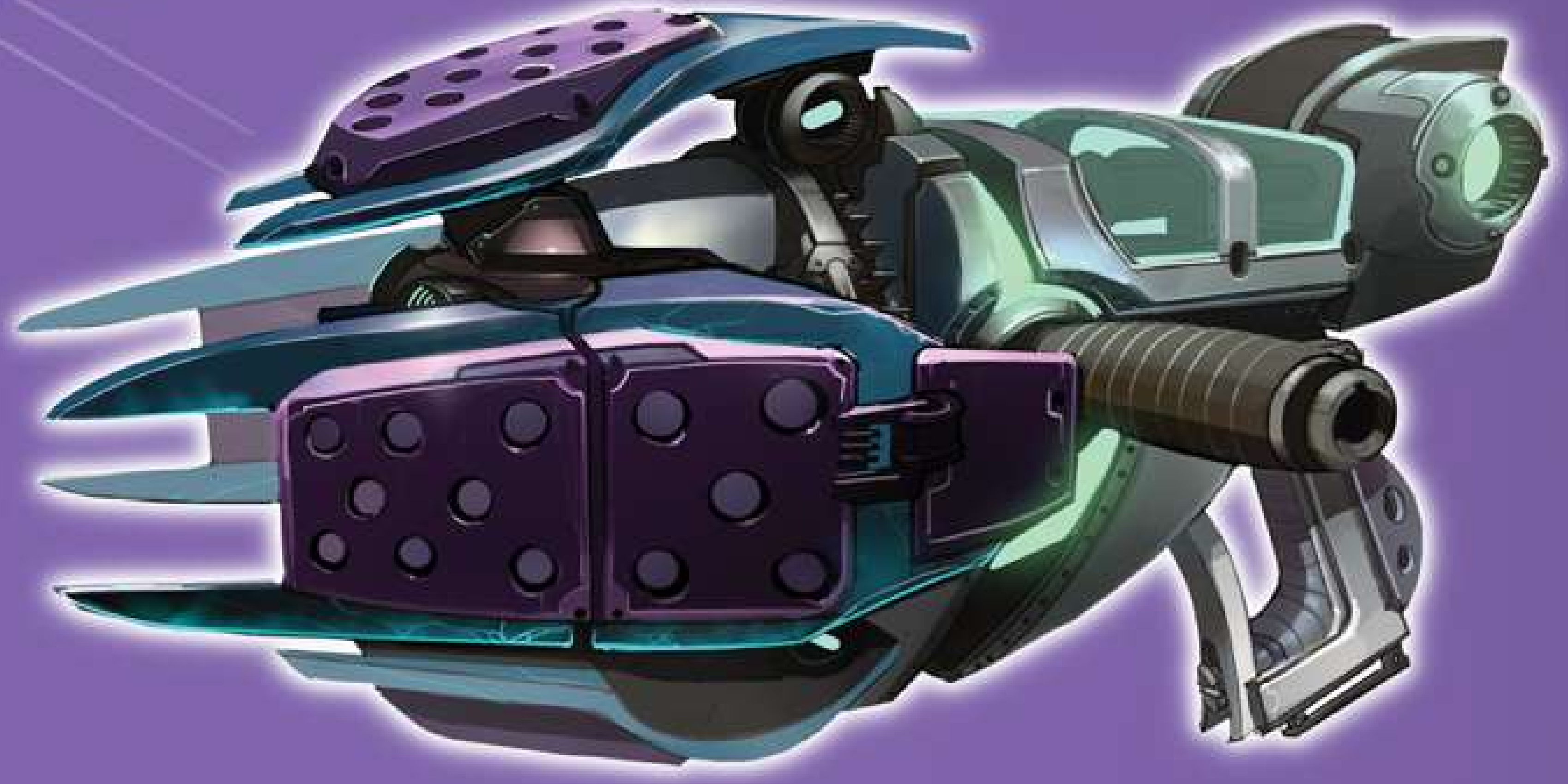


Early concept art for the Magma Cannon (colored), a Vox Industries weapon.

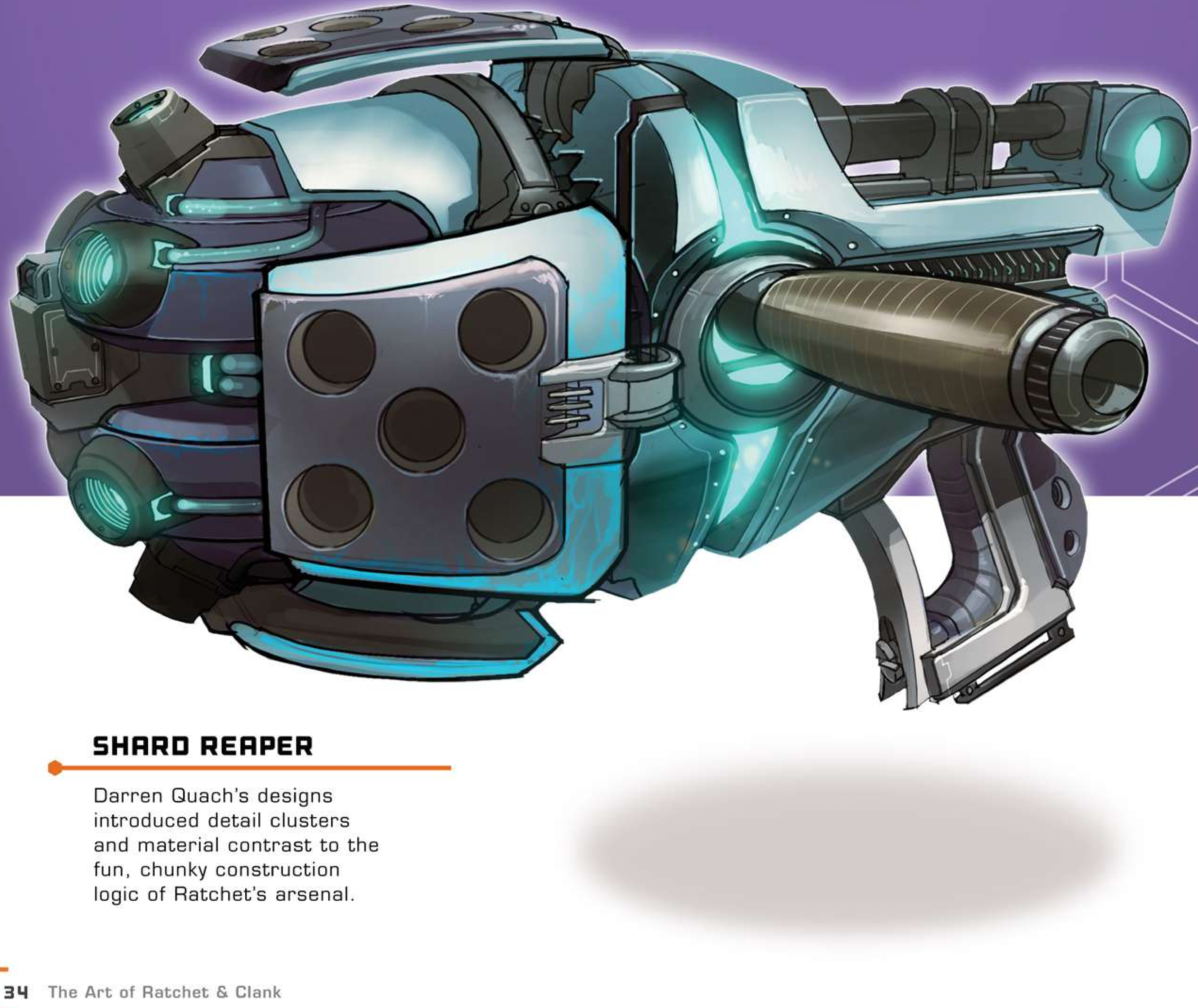
TOOLS OF DESTRUCTION



MOVING PARTS
Weapon designs became more elaborate as polygon counts increased on the PlayStation 3.



SHARD REAPER UPGRADE

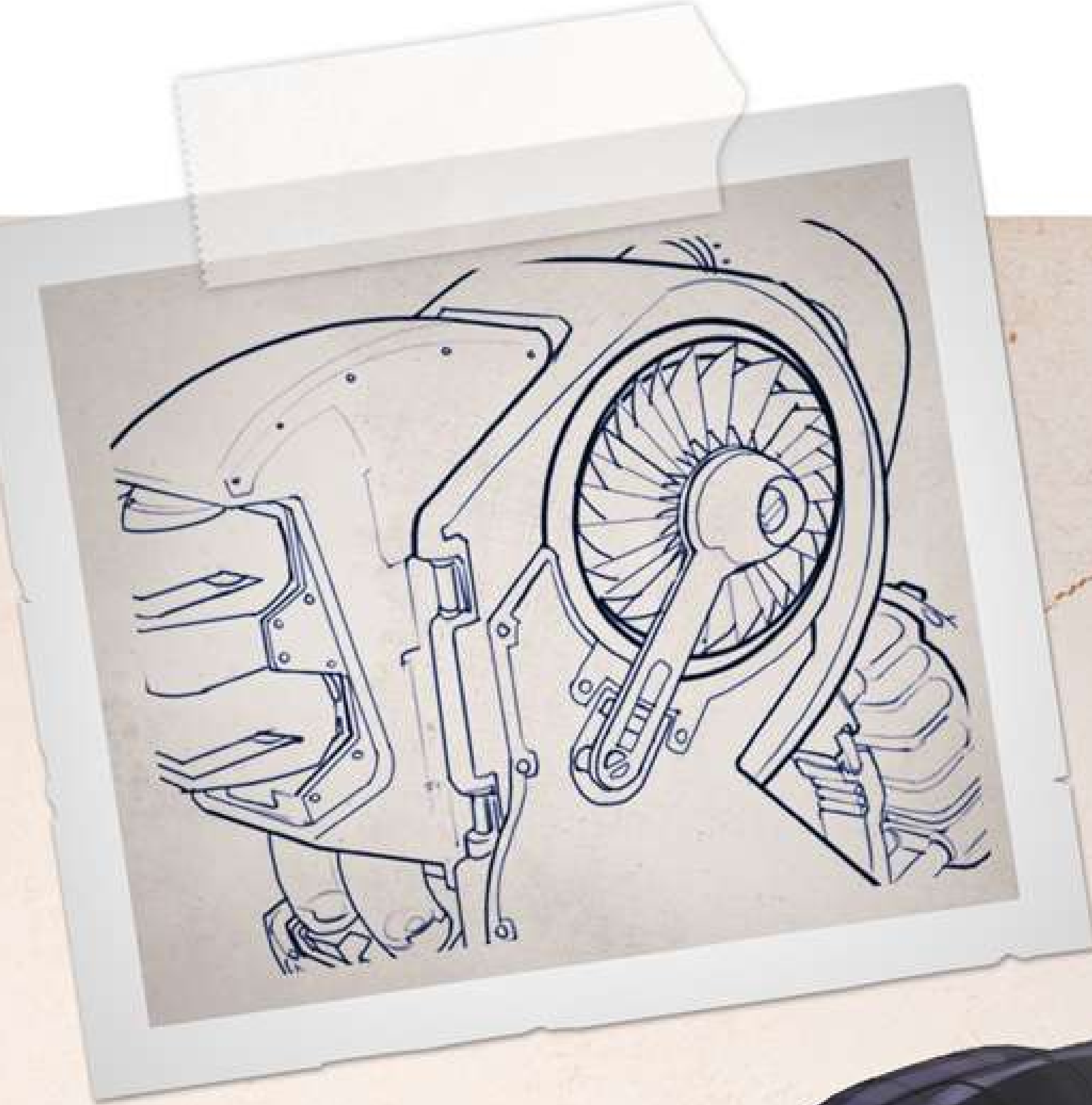


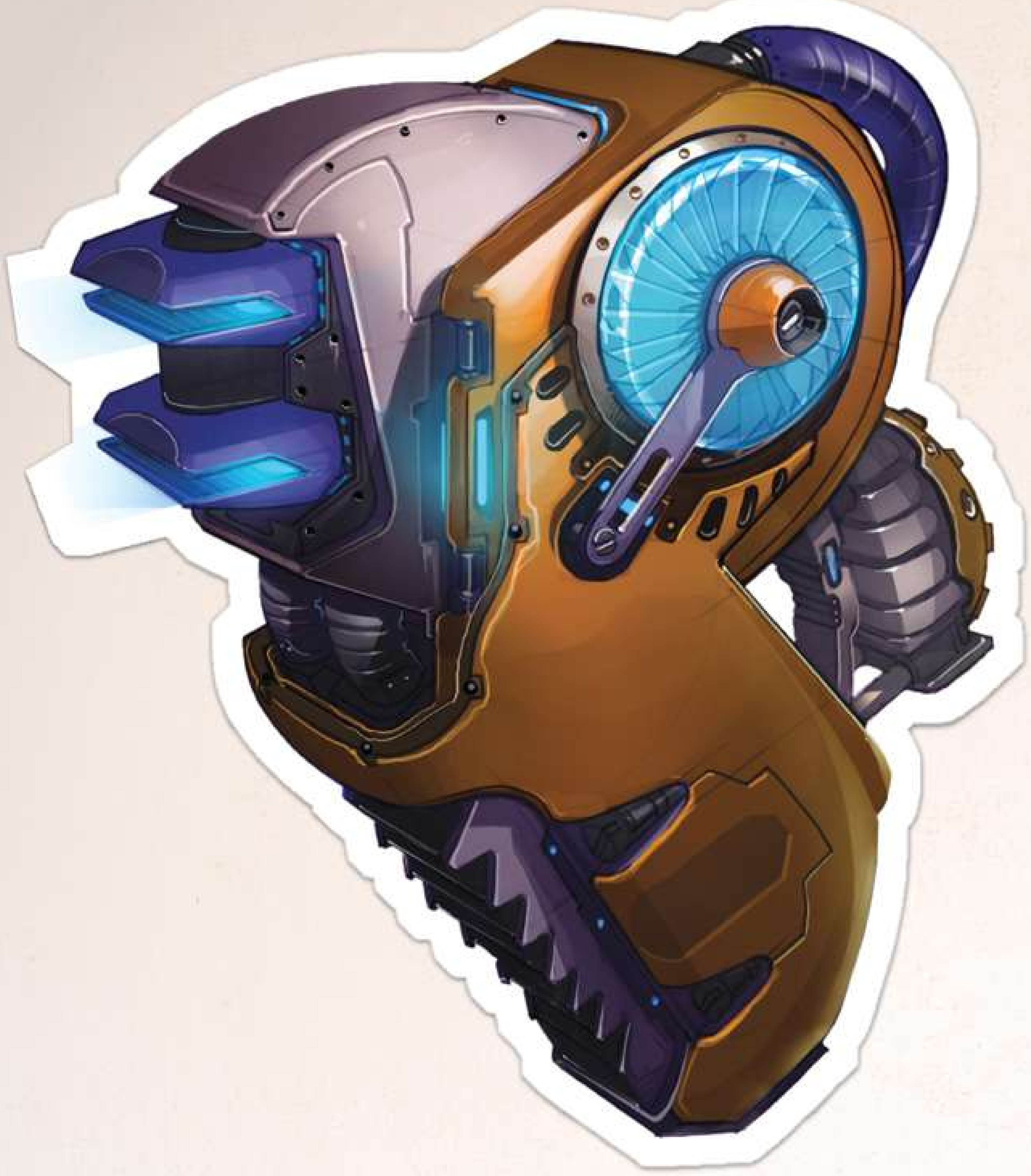
SHARD REAPER

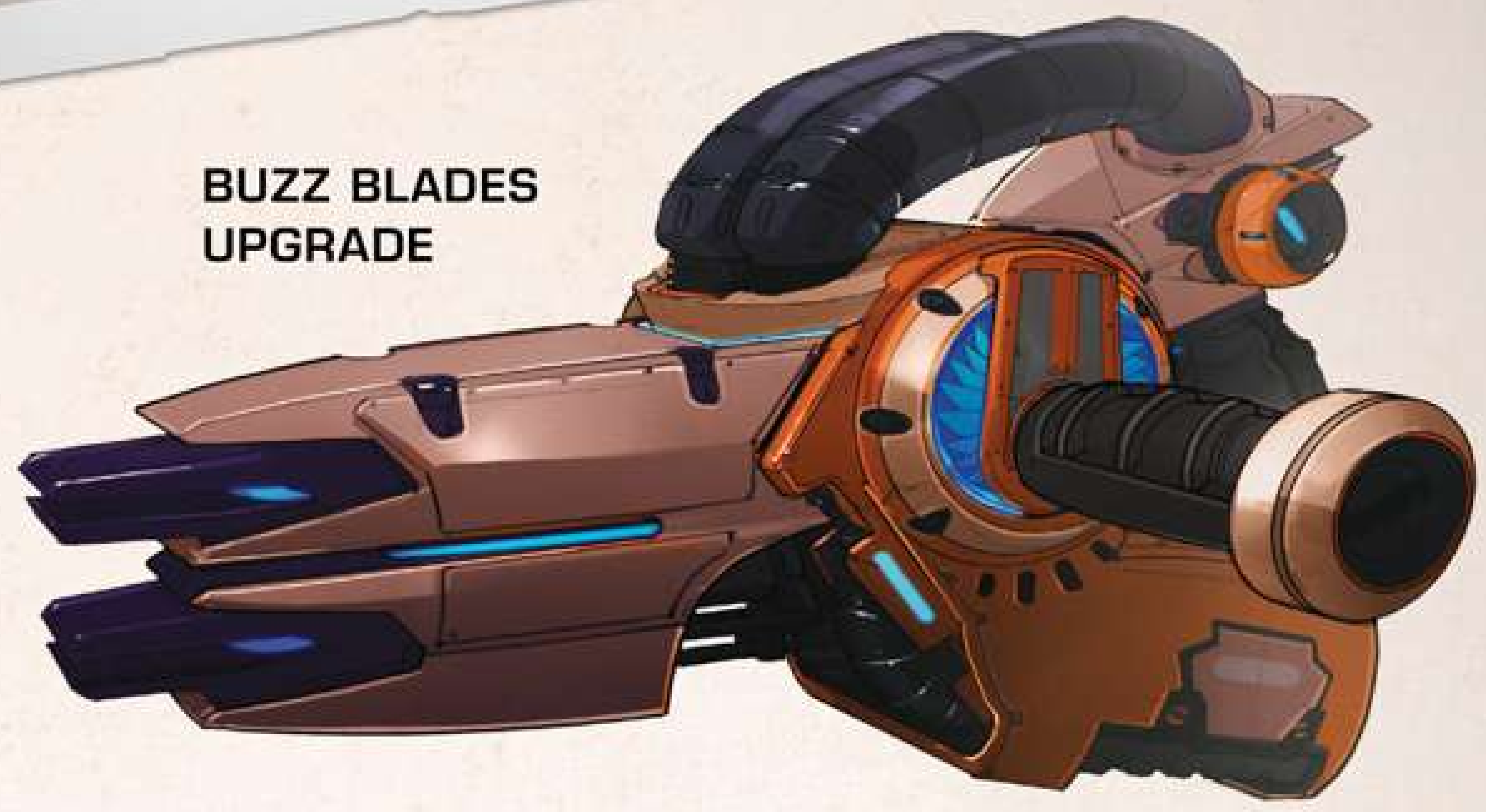
Darren Quach's designs introduced detail clusters and material contrast to the fun, chunky construction logic of Ratchet's arsenal.

BUZZ BLADES

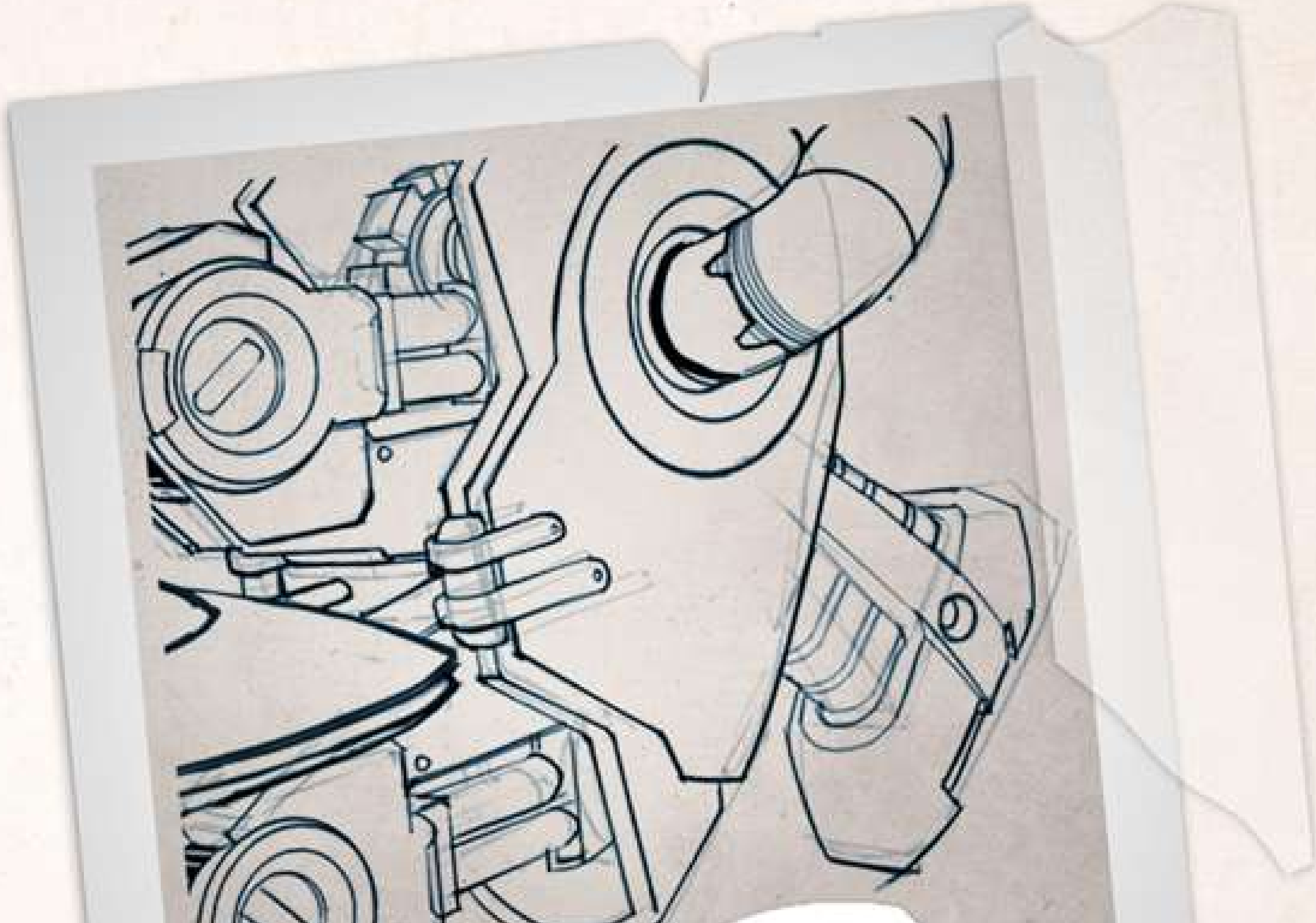
Sometimes weapon designs begin with the projectile behavior—turns out, it's oddly satisfying to shoot ludicrous numbers of ricocheting blades.

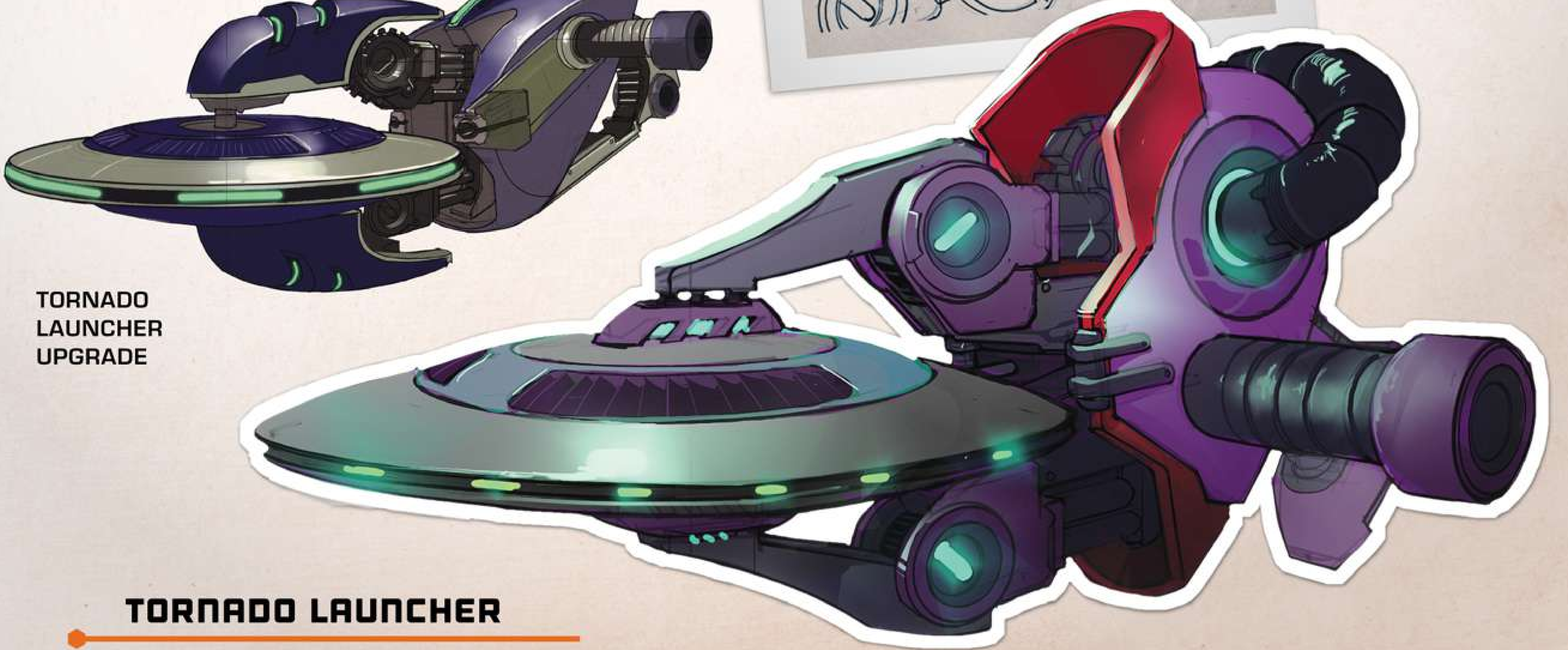






BUZZ BLADES UPGRADE

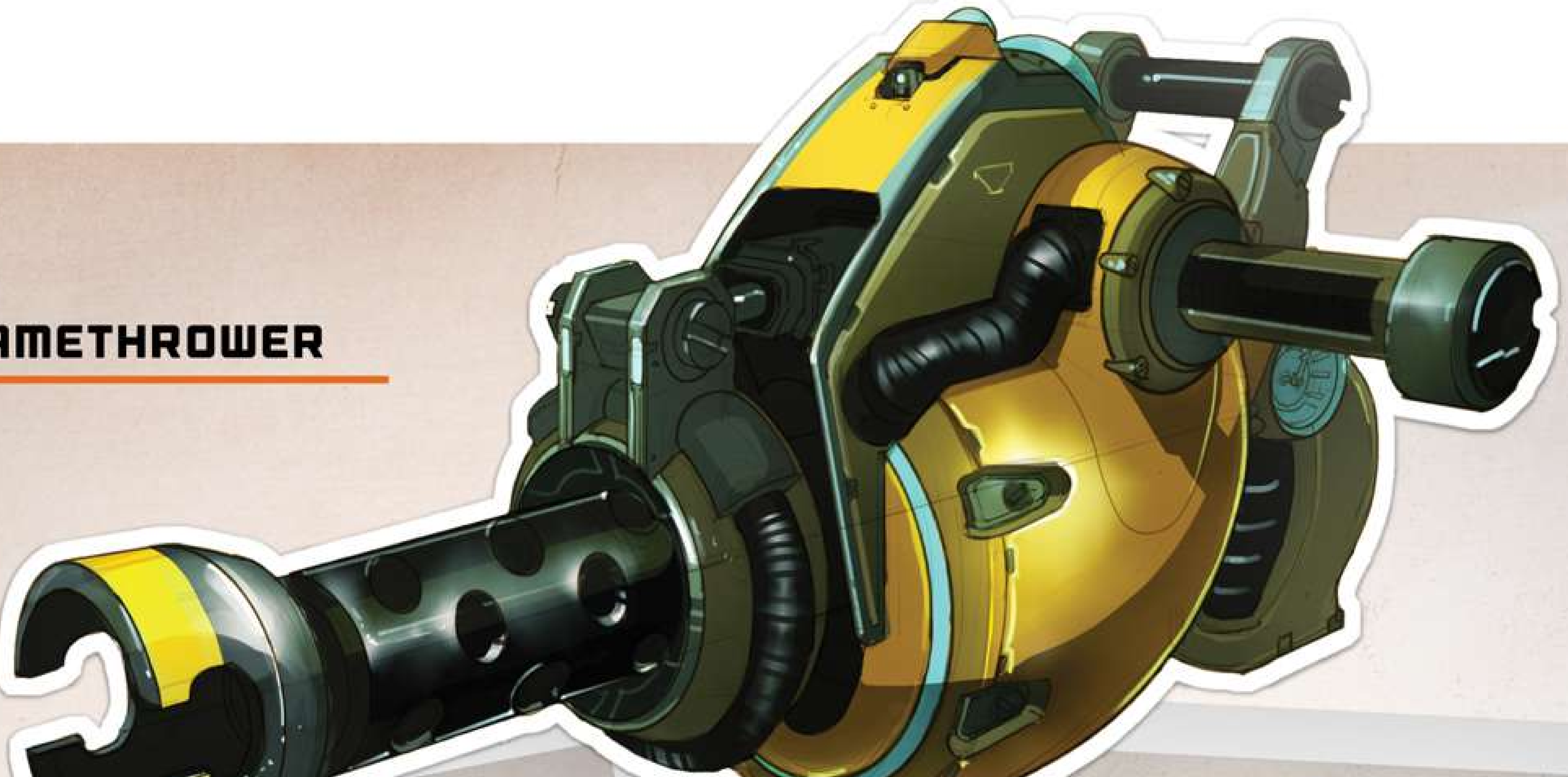


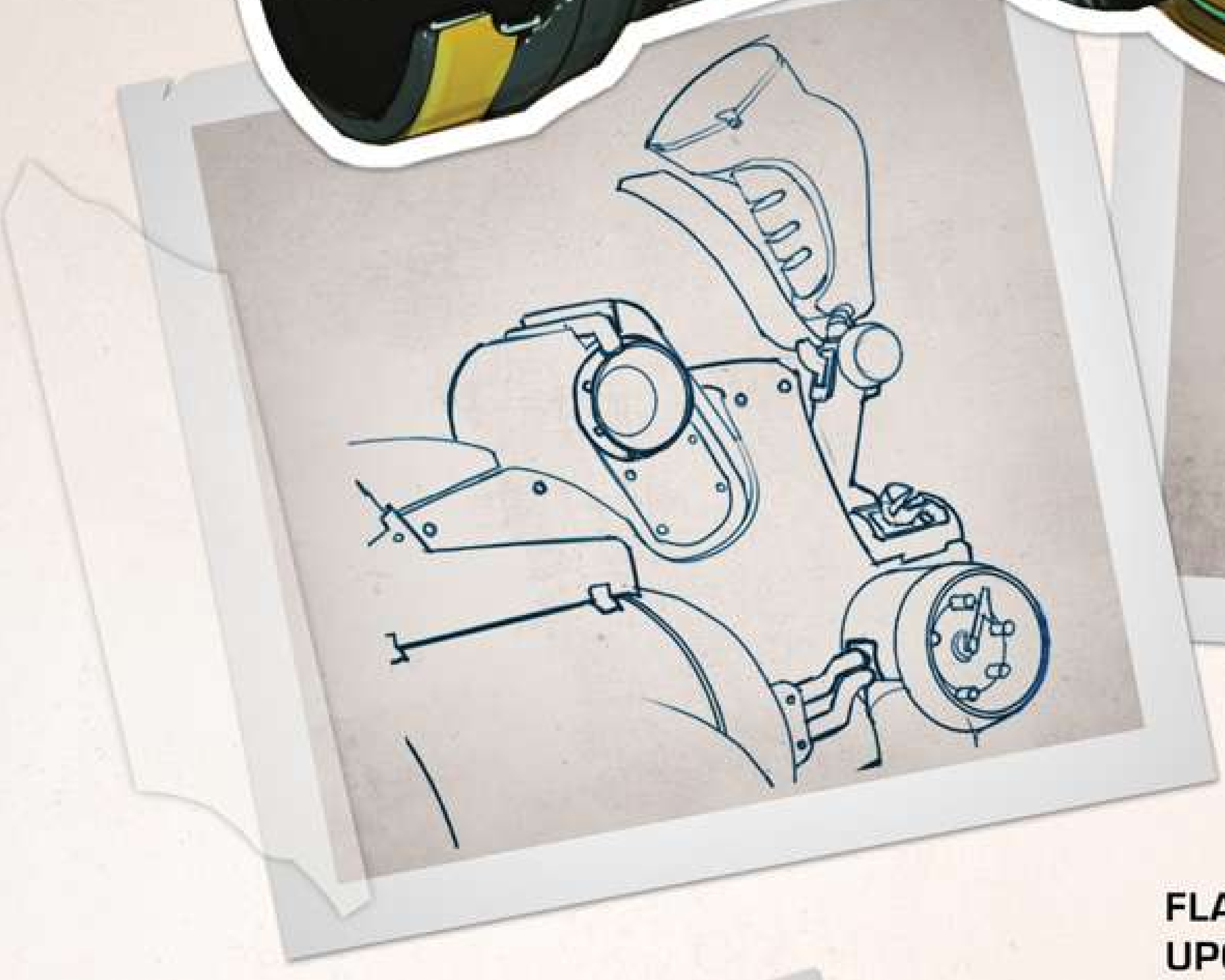


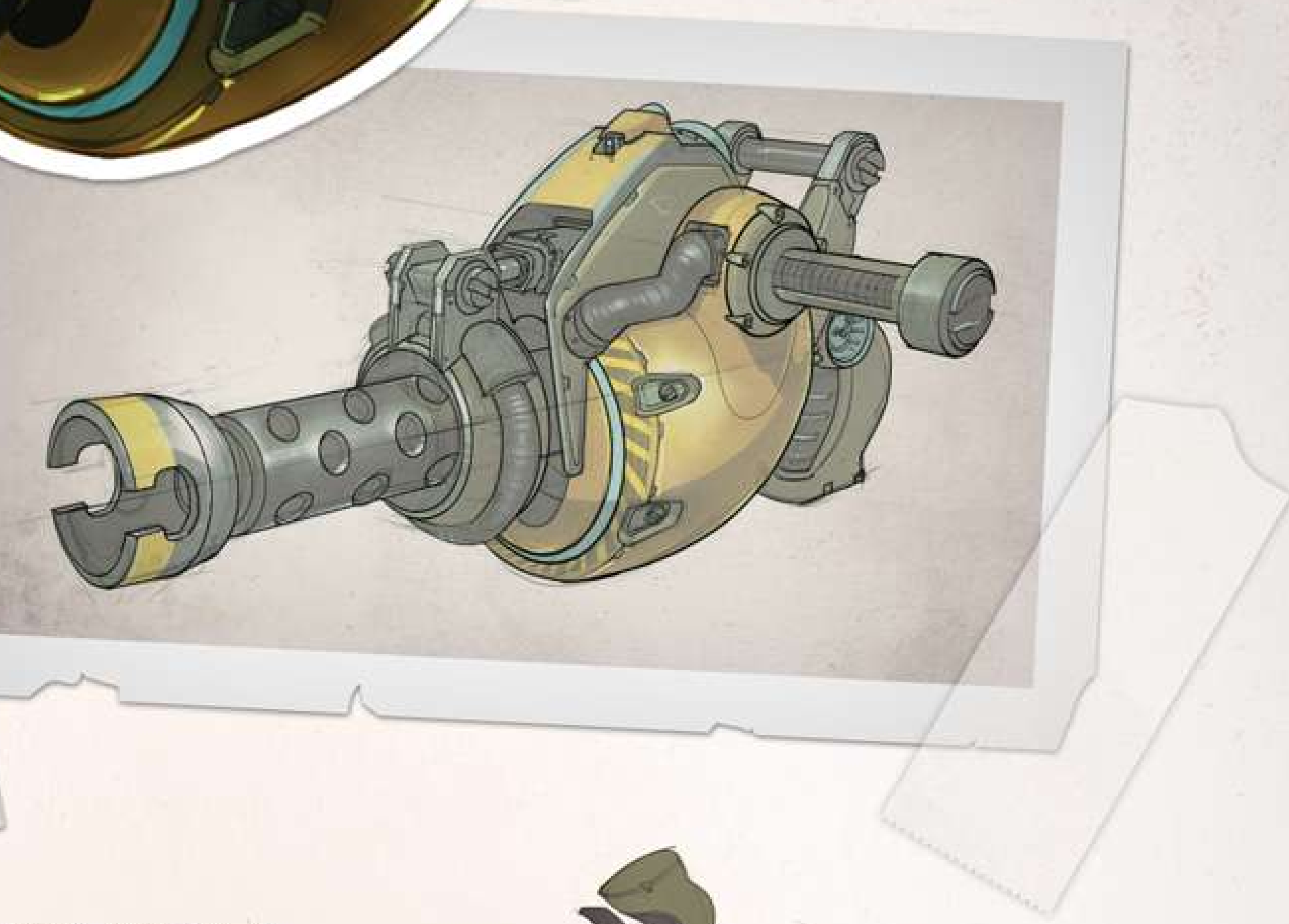
TORNADO LAUNCHER UPGRADE

TORNADO LAUNCHER

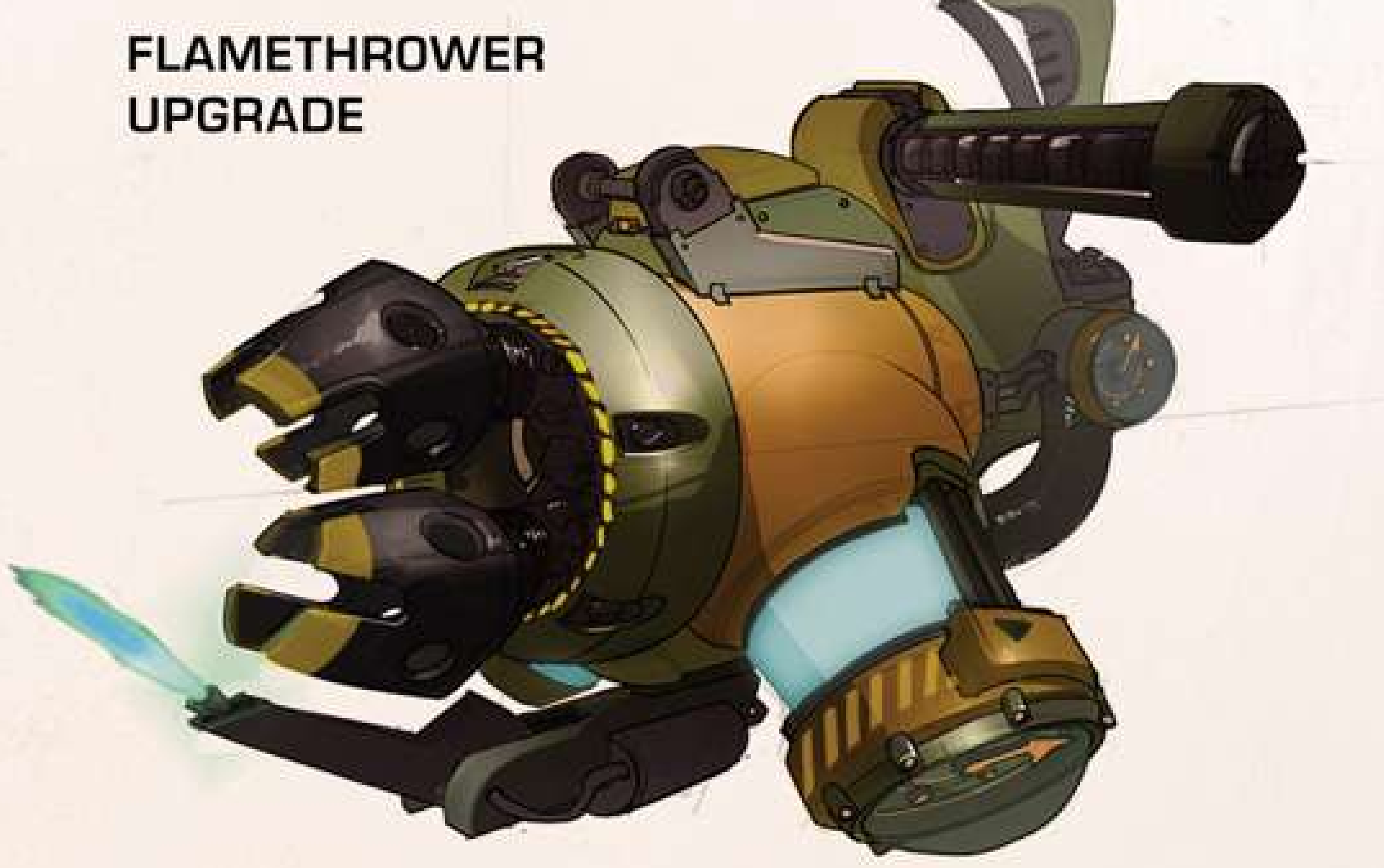
FLAMETHROWER

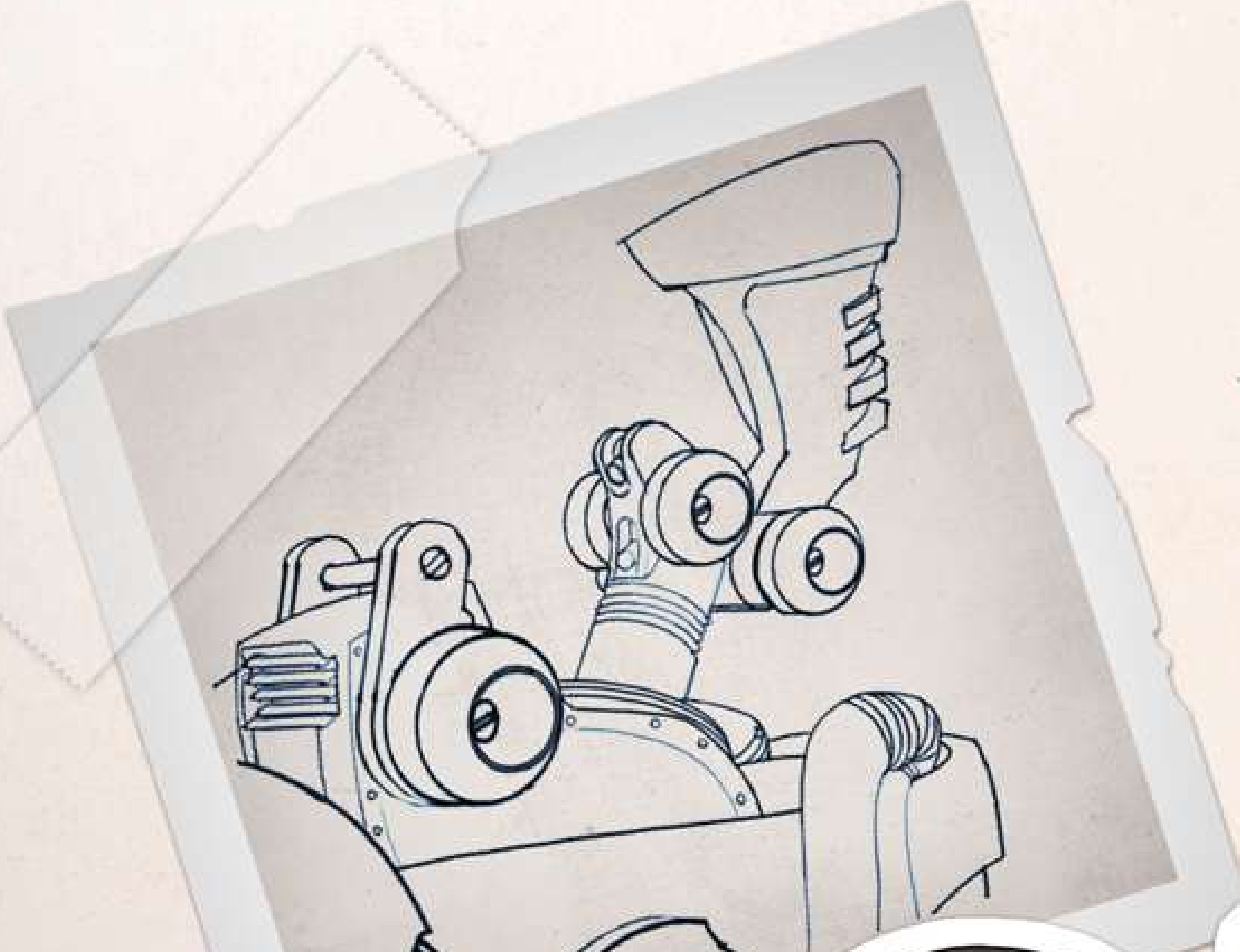




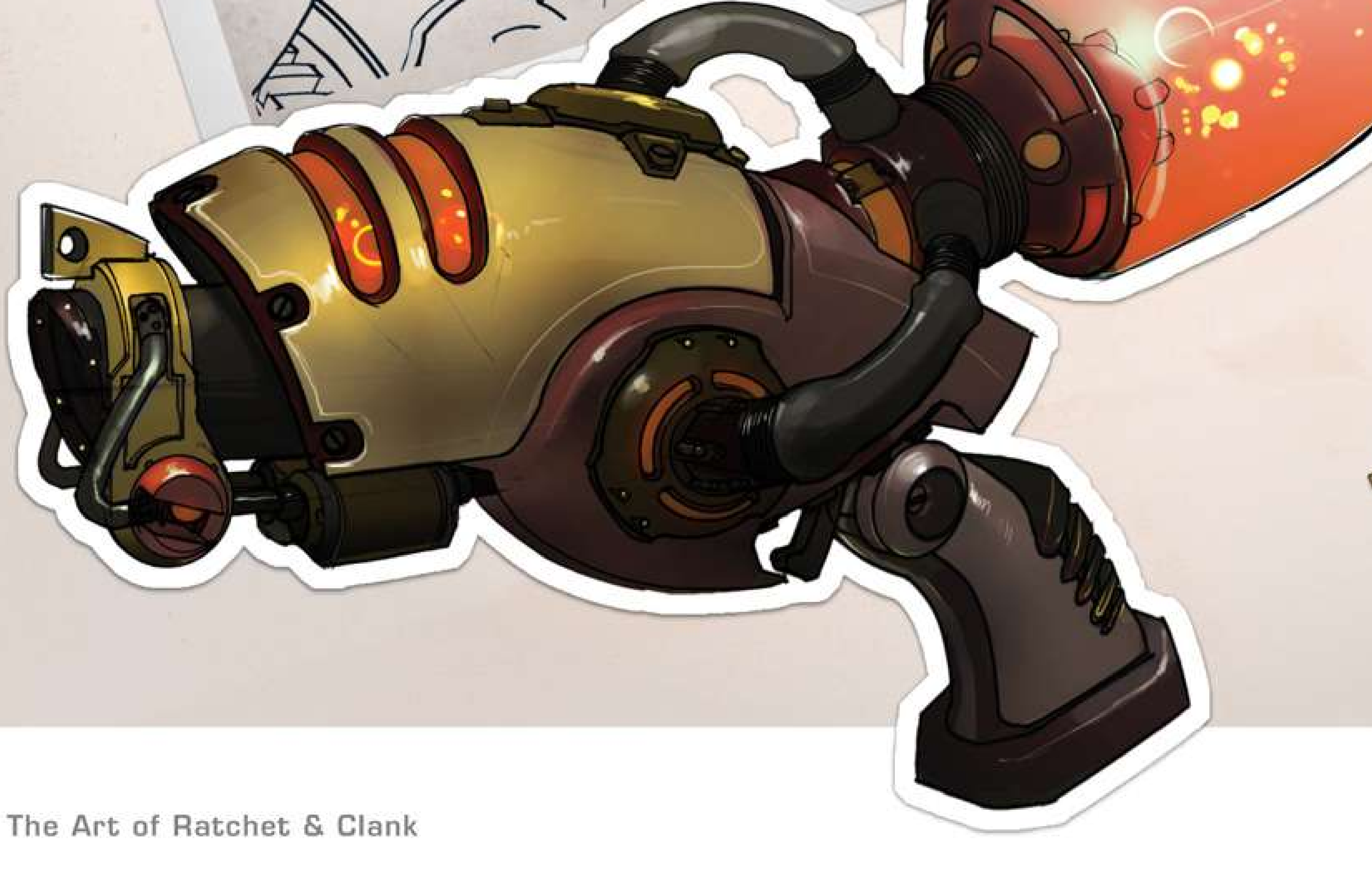


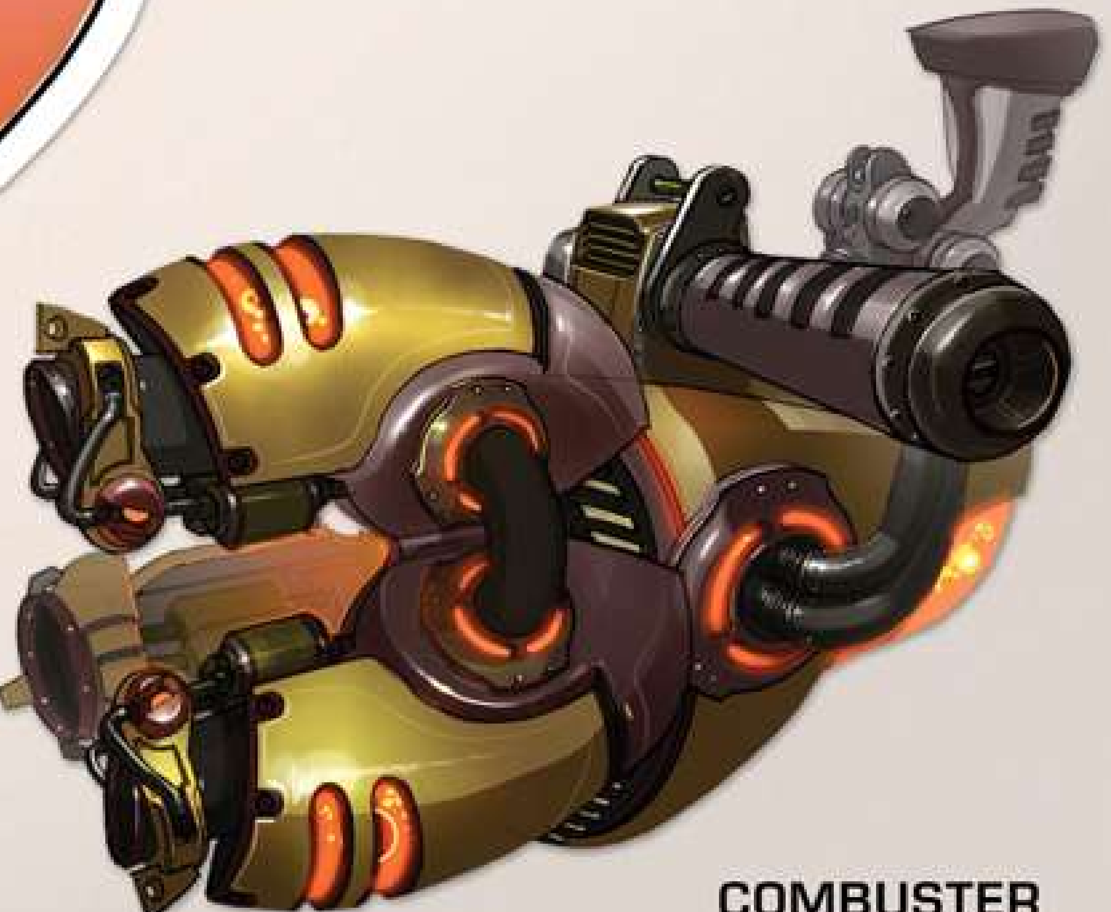
FLAMETHROWER
UPGRADE



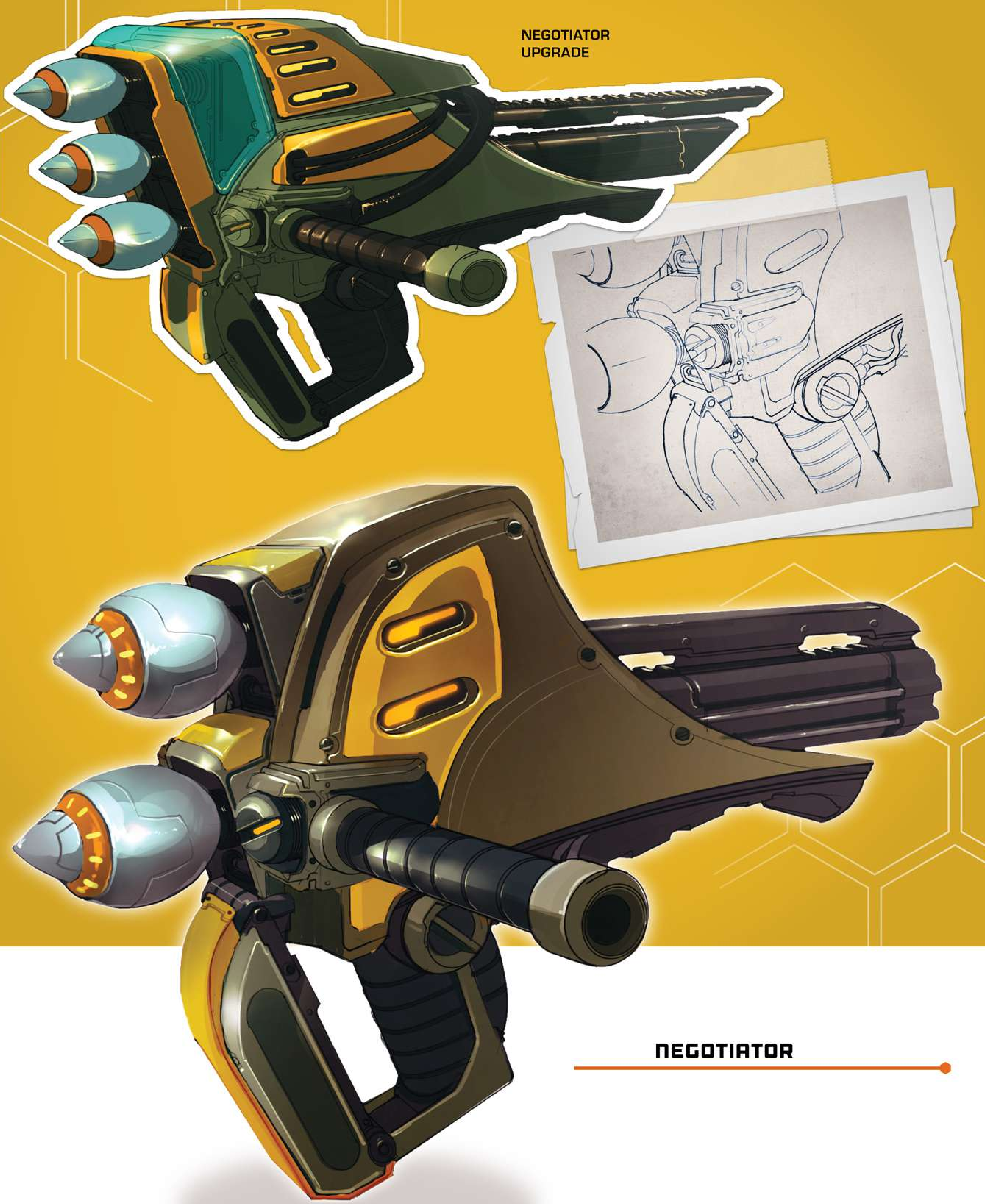


COMBUSTER



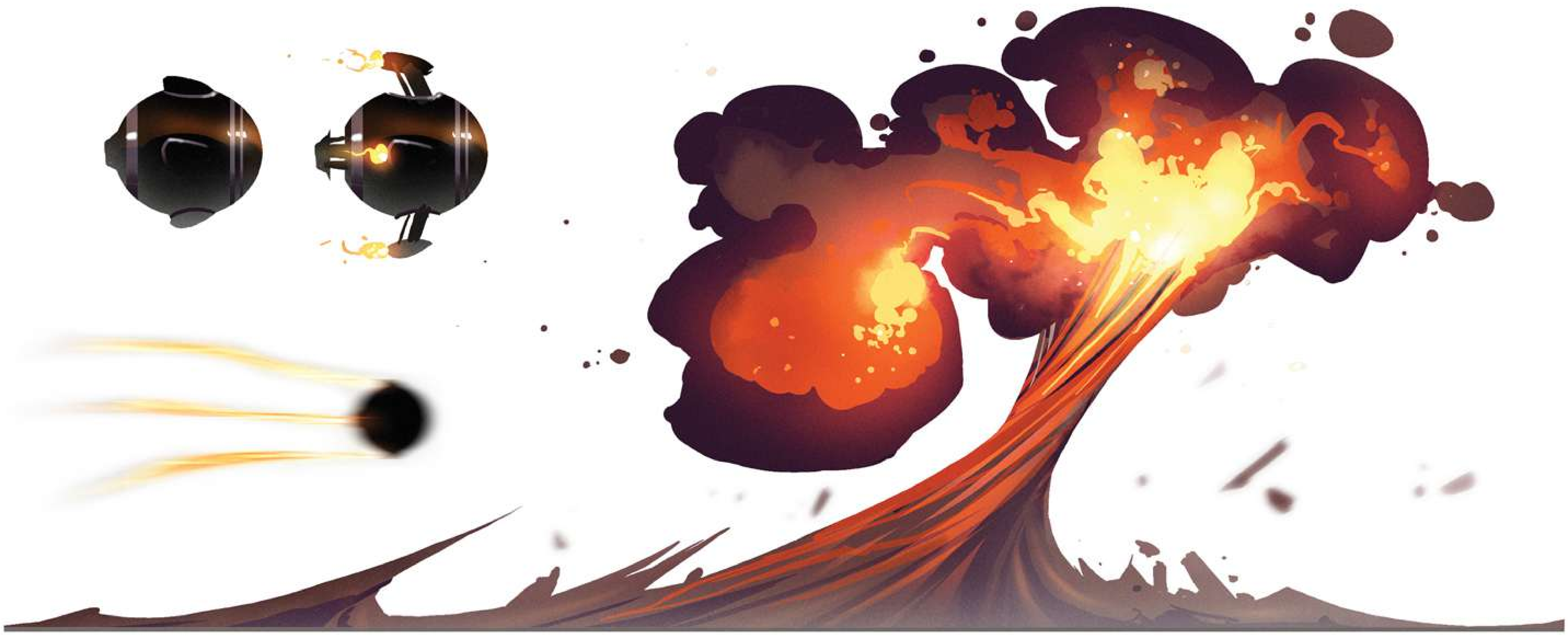


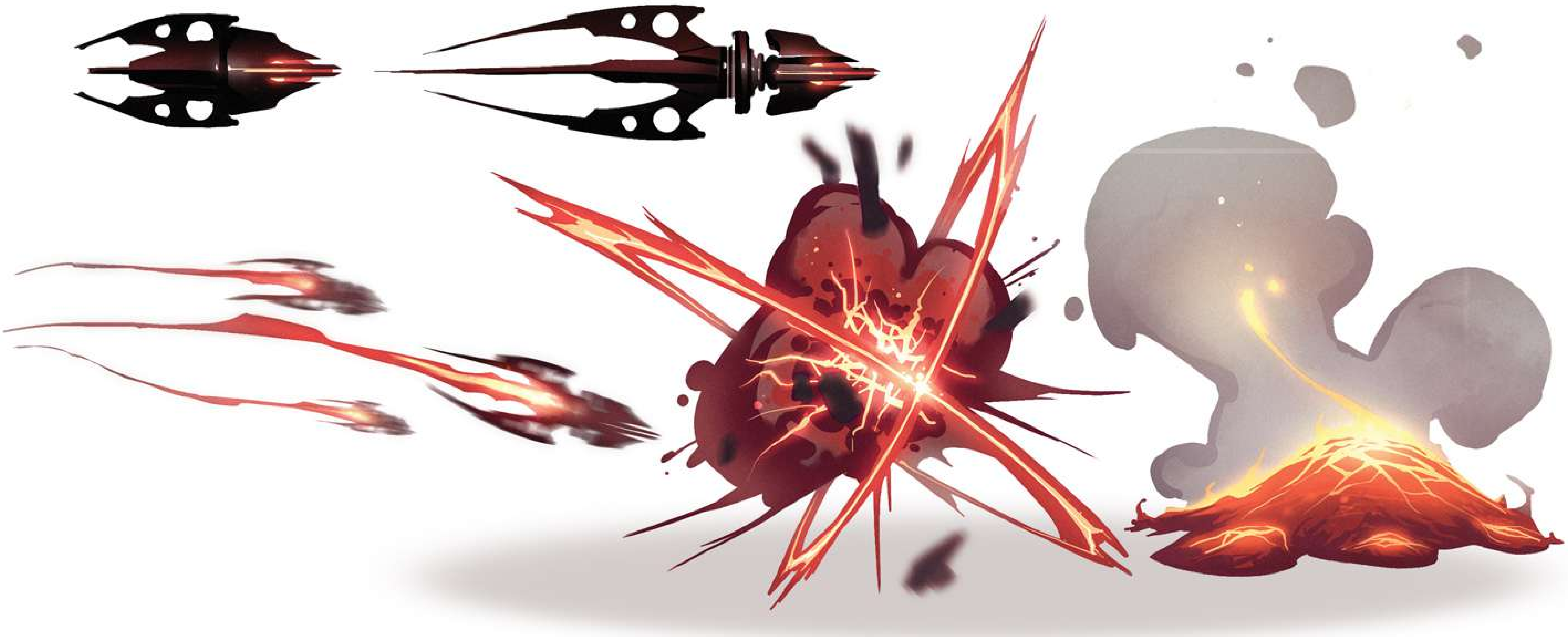
COMBUSTER
UPGRADE



NEGOTIATOR
UPGRADE

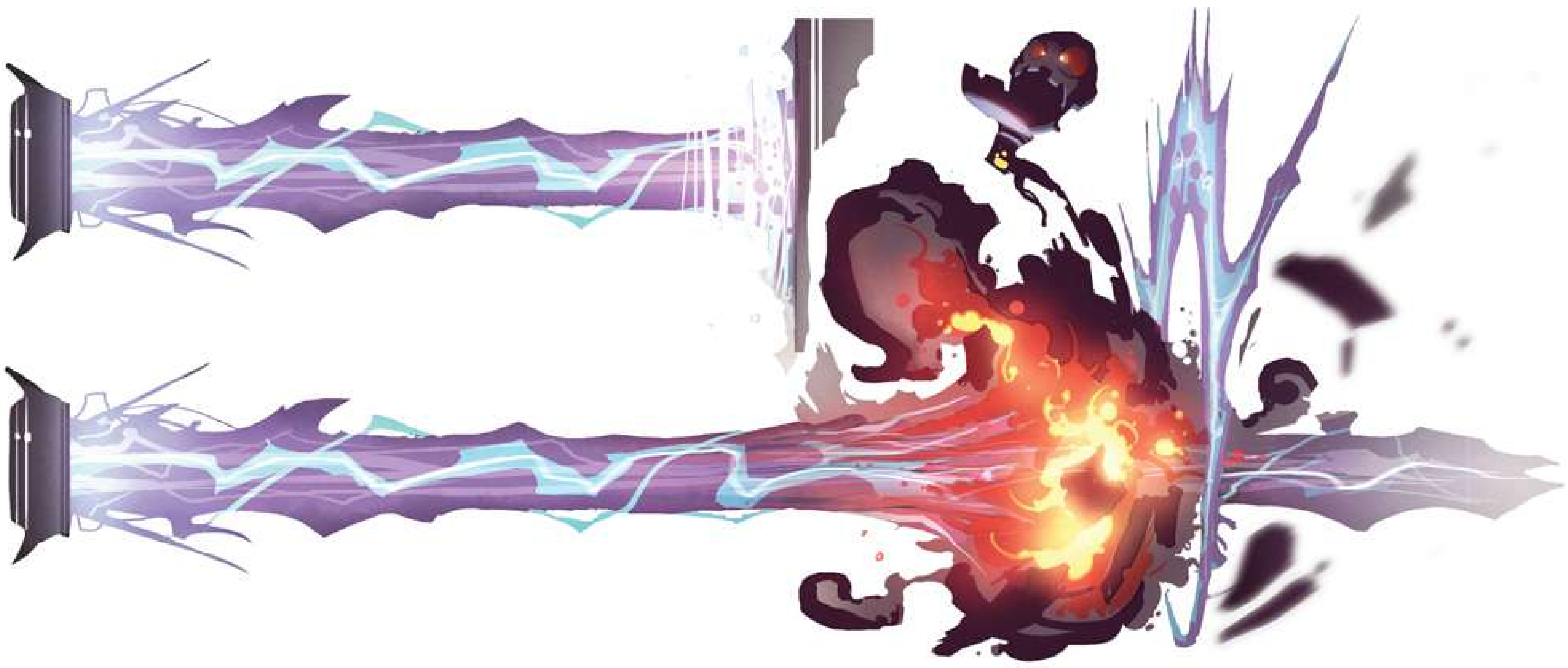
NEGOTIATOR

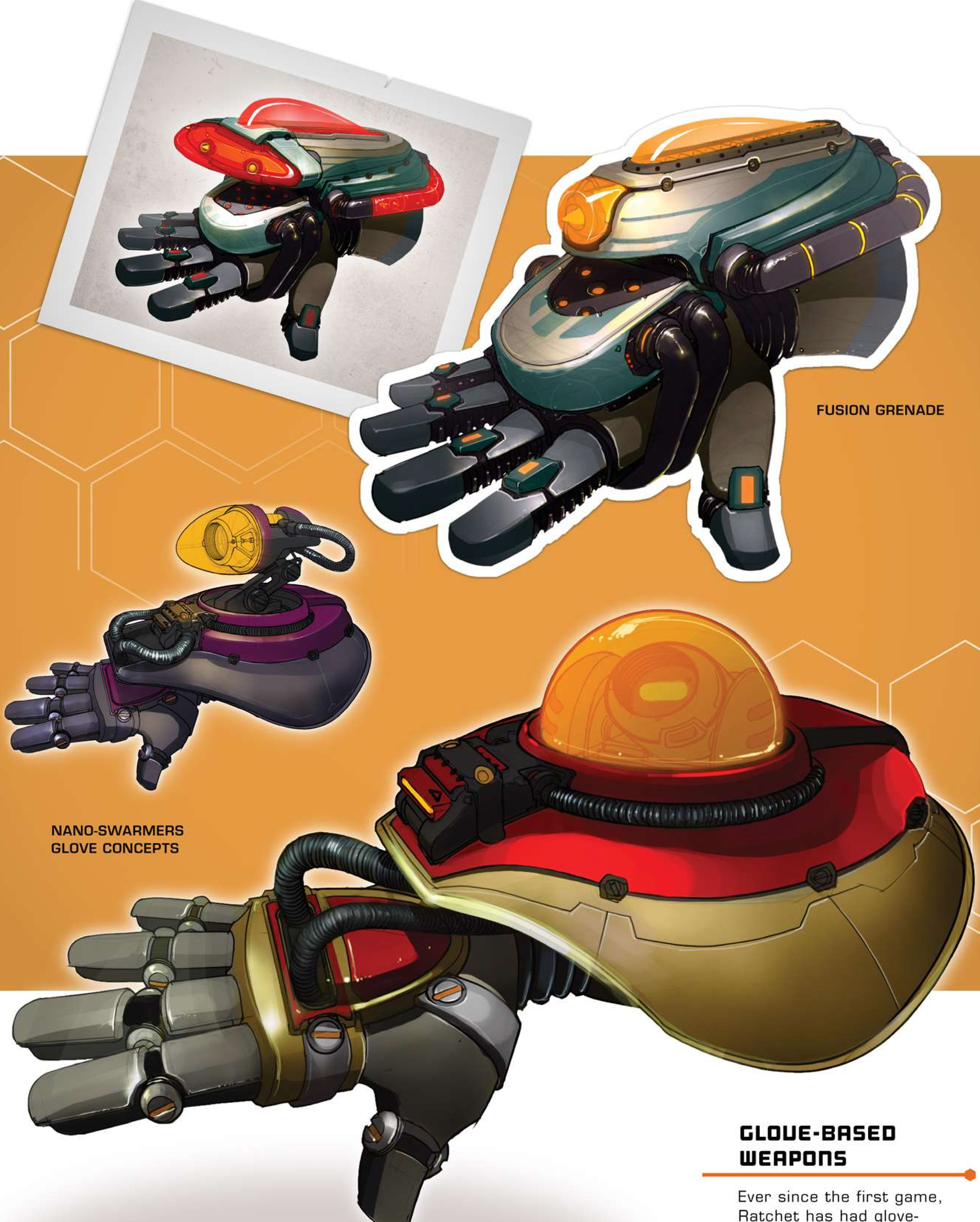




EFFECTS EXPLORATION

A key element to all *Ratchet & Clank* weapons is the mayhem and visual spectacle they create. These concepts explore the color and shape of weapon effects.





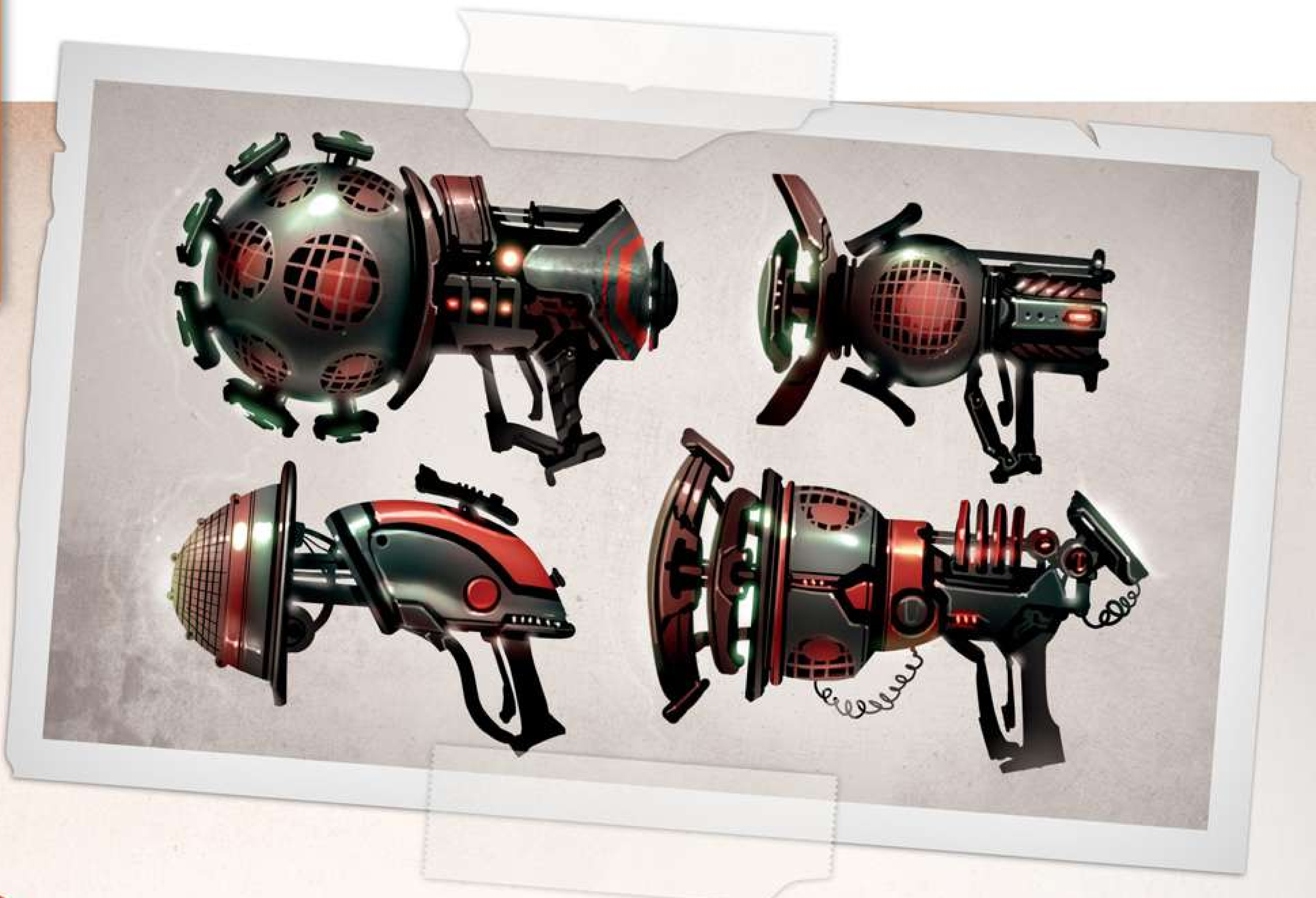
FUSION GRENADE

NANO-SWARMERS GLOVE CONCEPTS

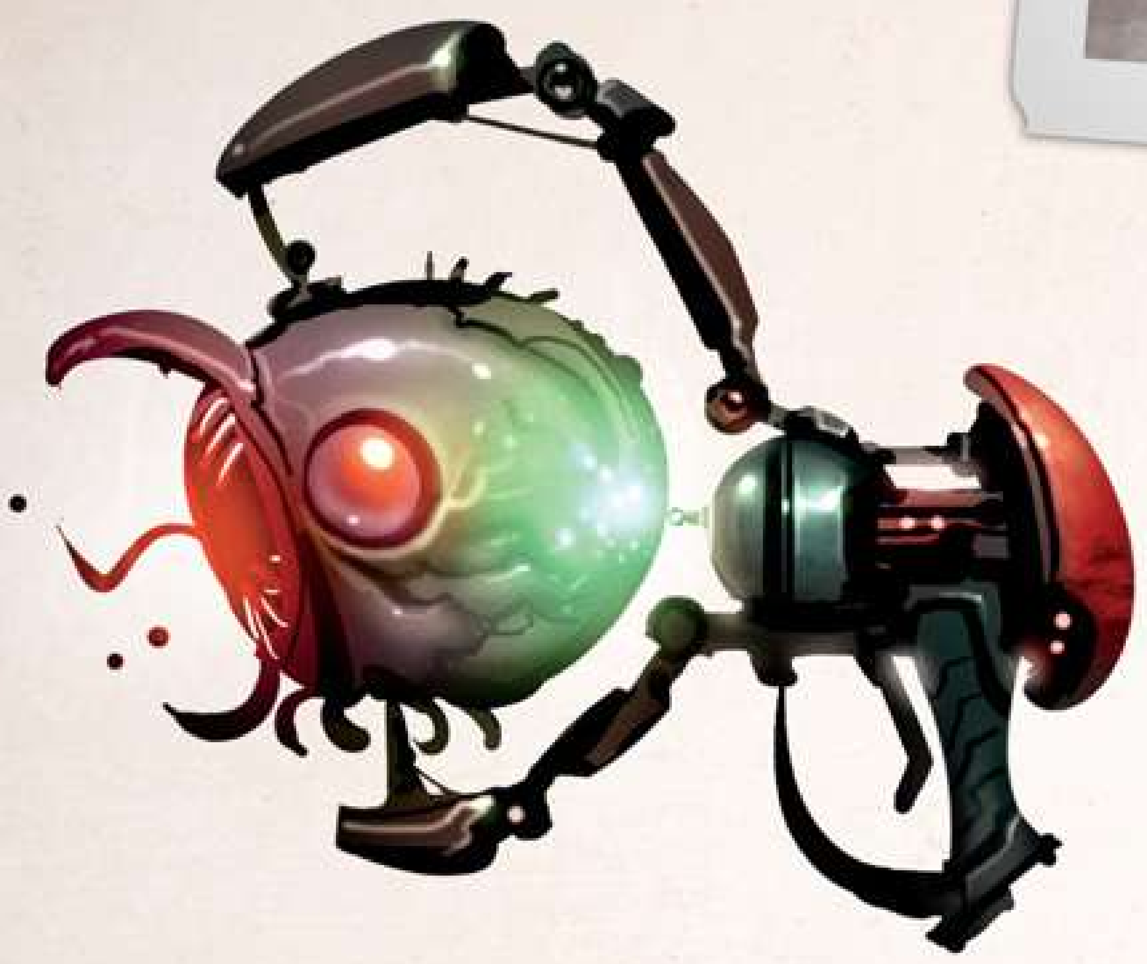
GLOVE-BASED WEAPONS

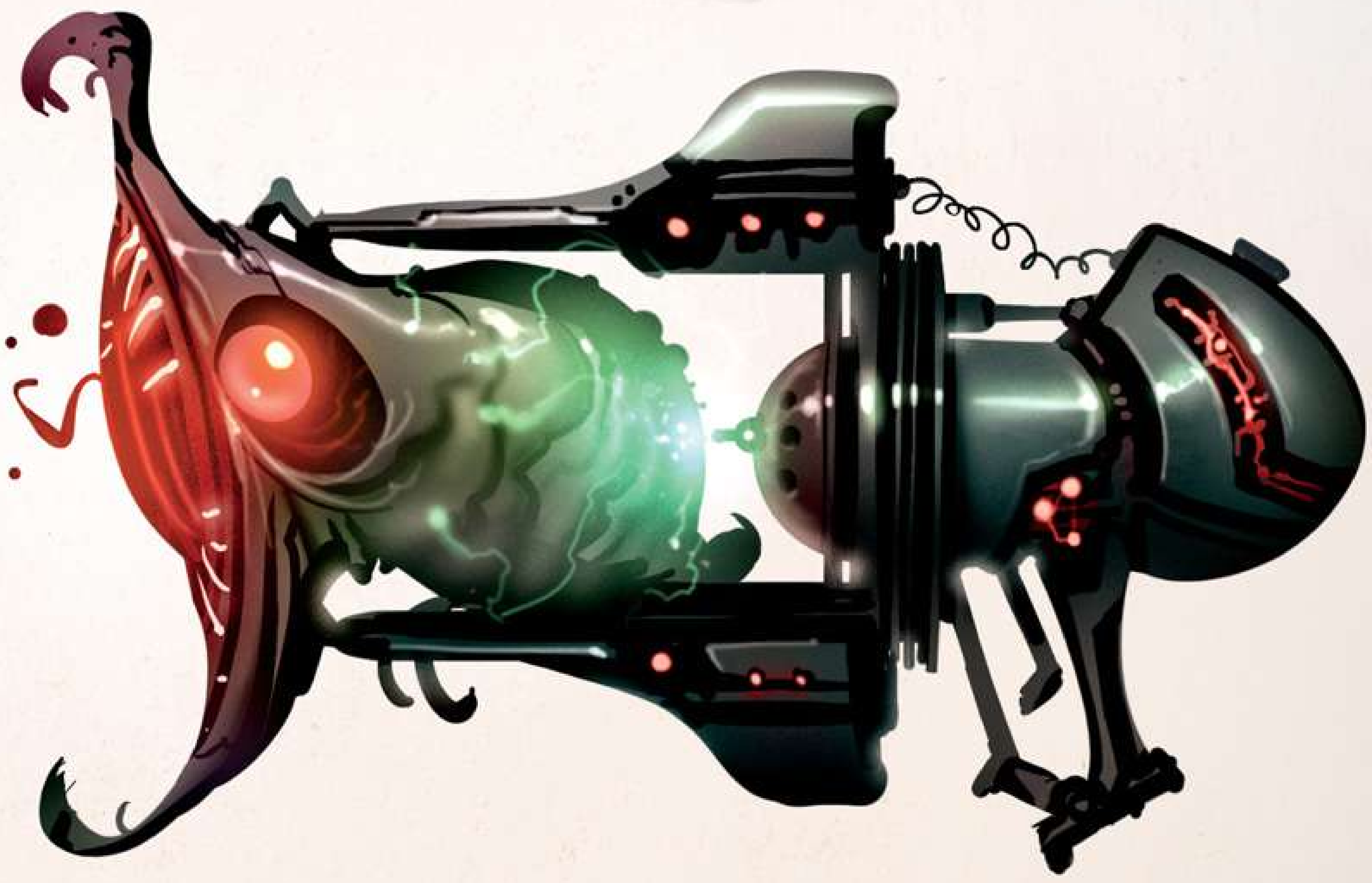
Ever since the first game, Ratchet has had glove-based weapons. The Bomb Glove and the Agents of Doom remain fan favorites.

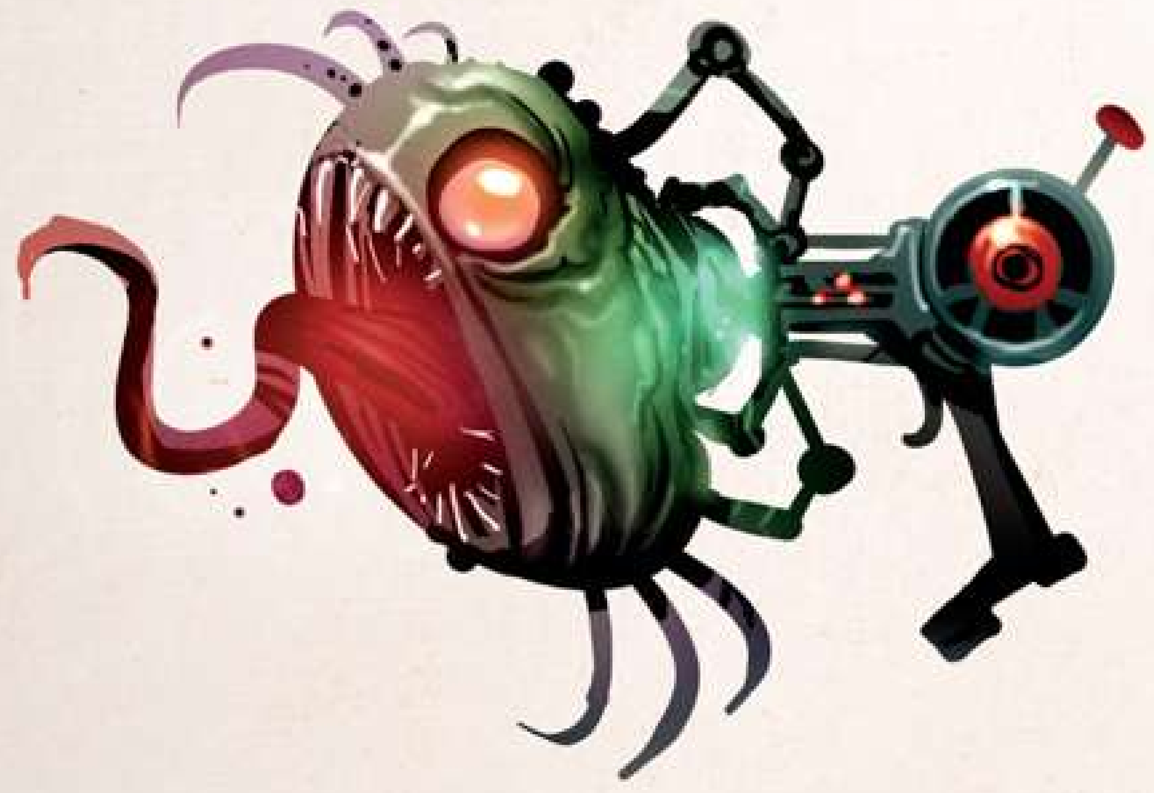
A CRACK IN TIME



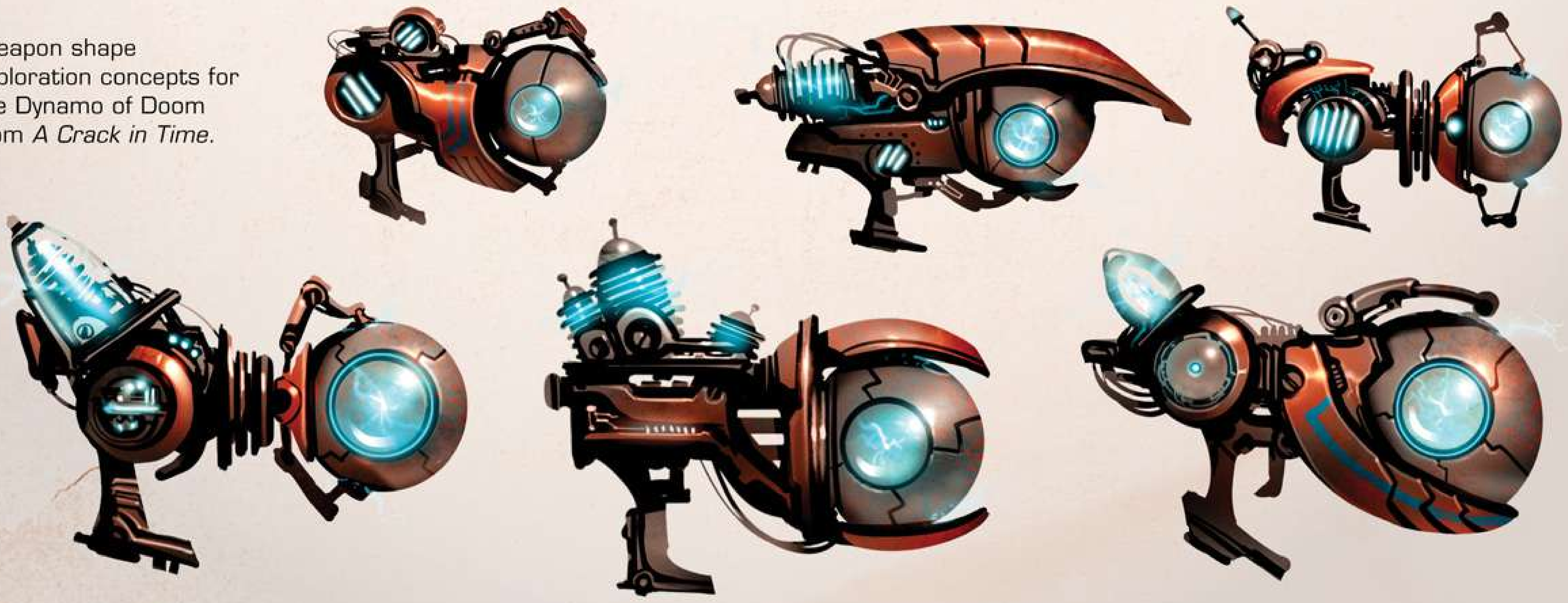
Weapon concept shape studies for the Mag-Net Launcher and Sonic Eruptor.

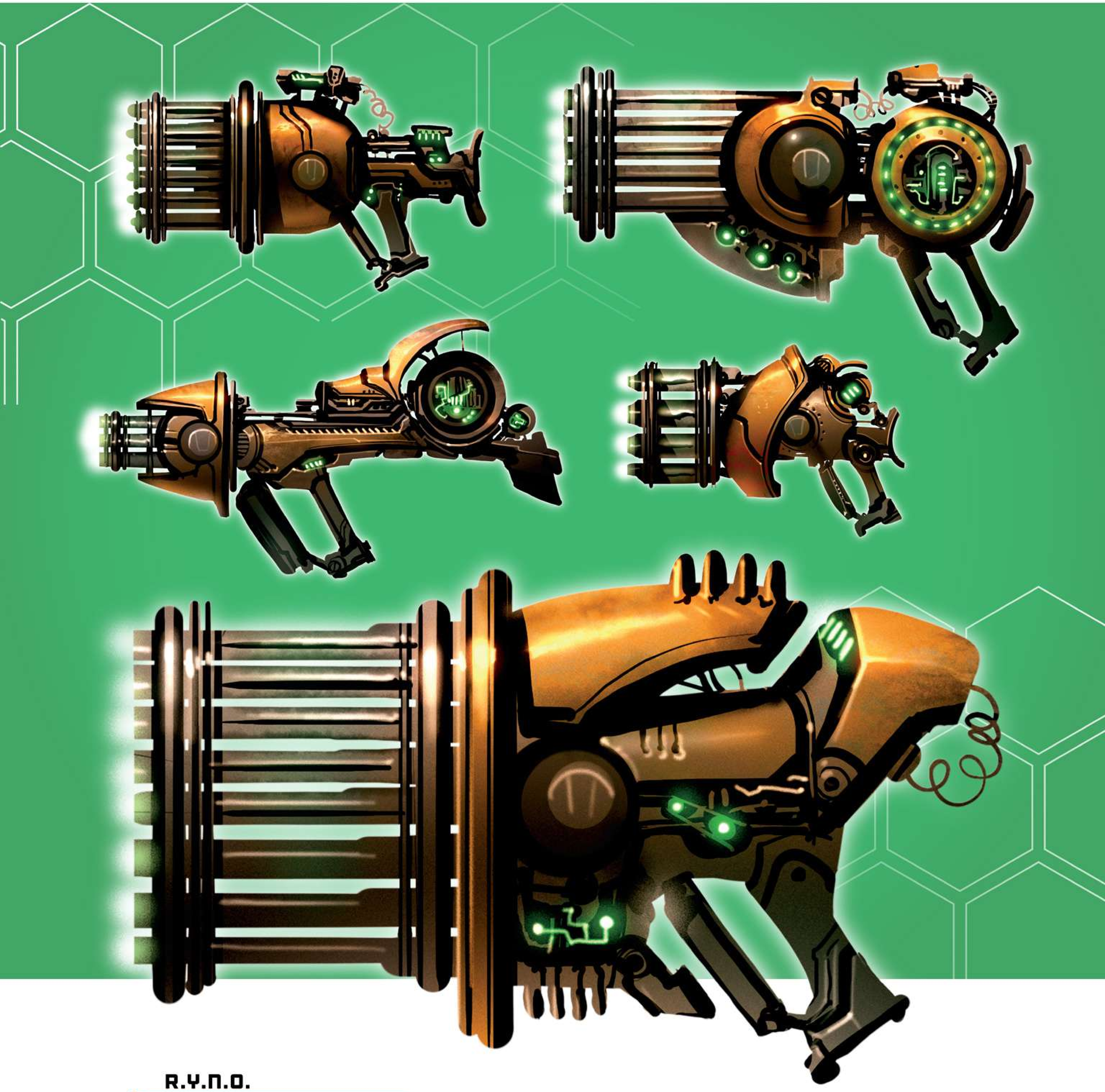






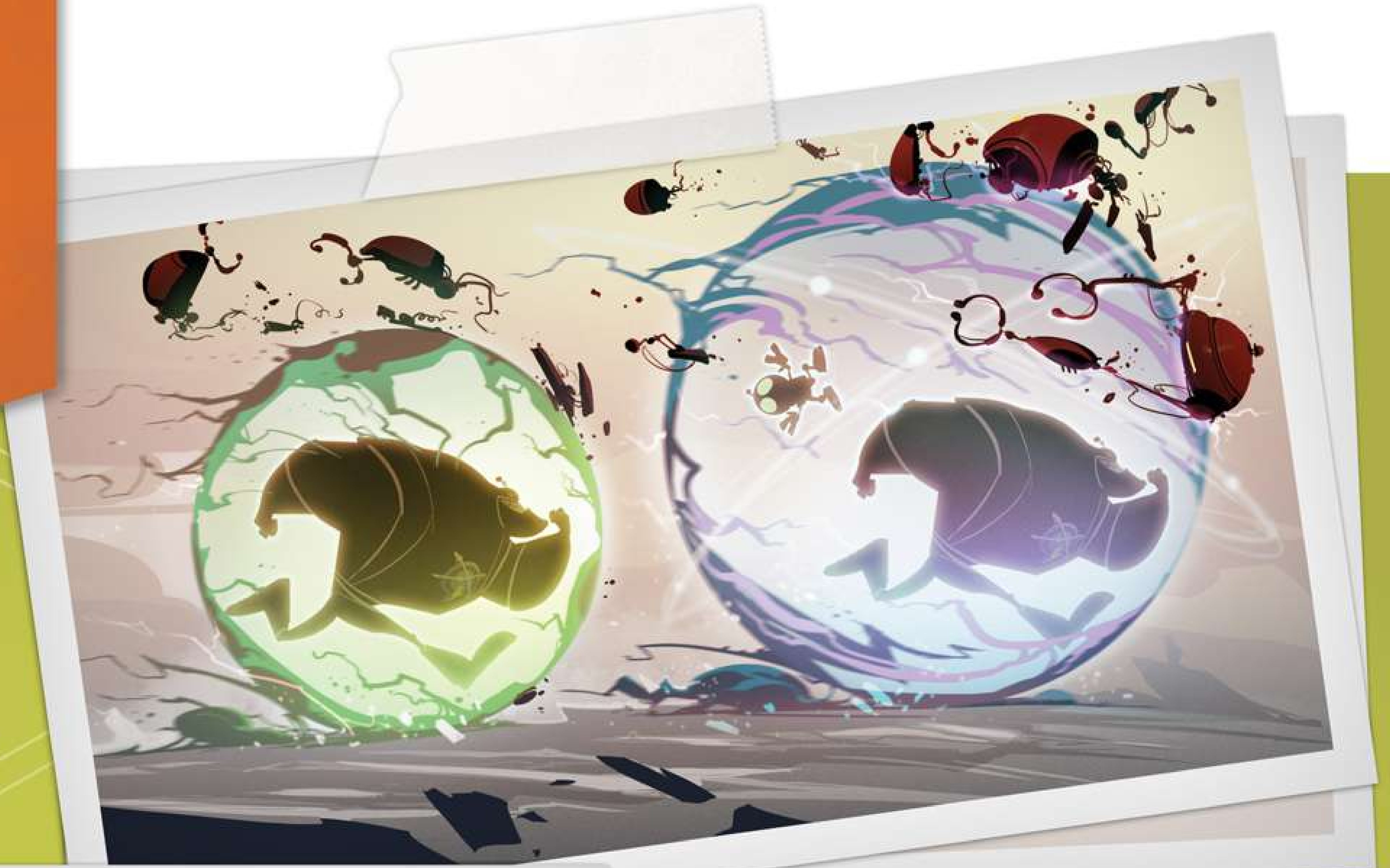
Weapon shape exploration concepts for the Dynamo of Doom from *A Crack in Time*.





R.Y.N.O.

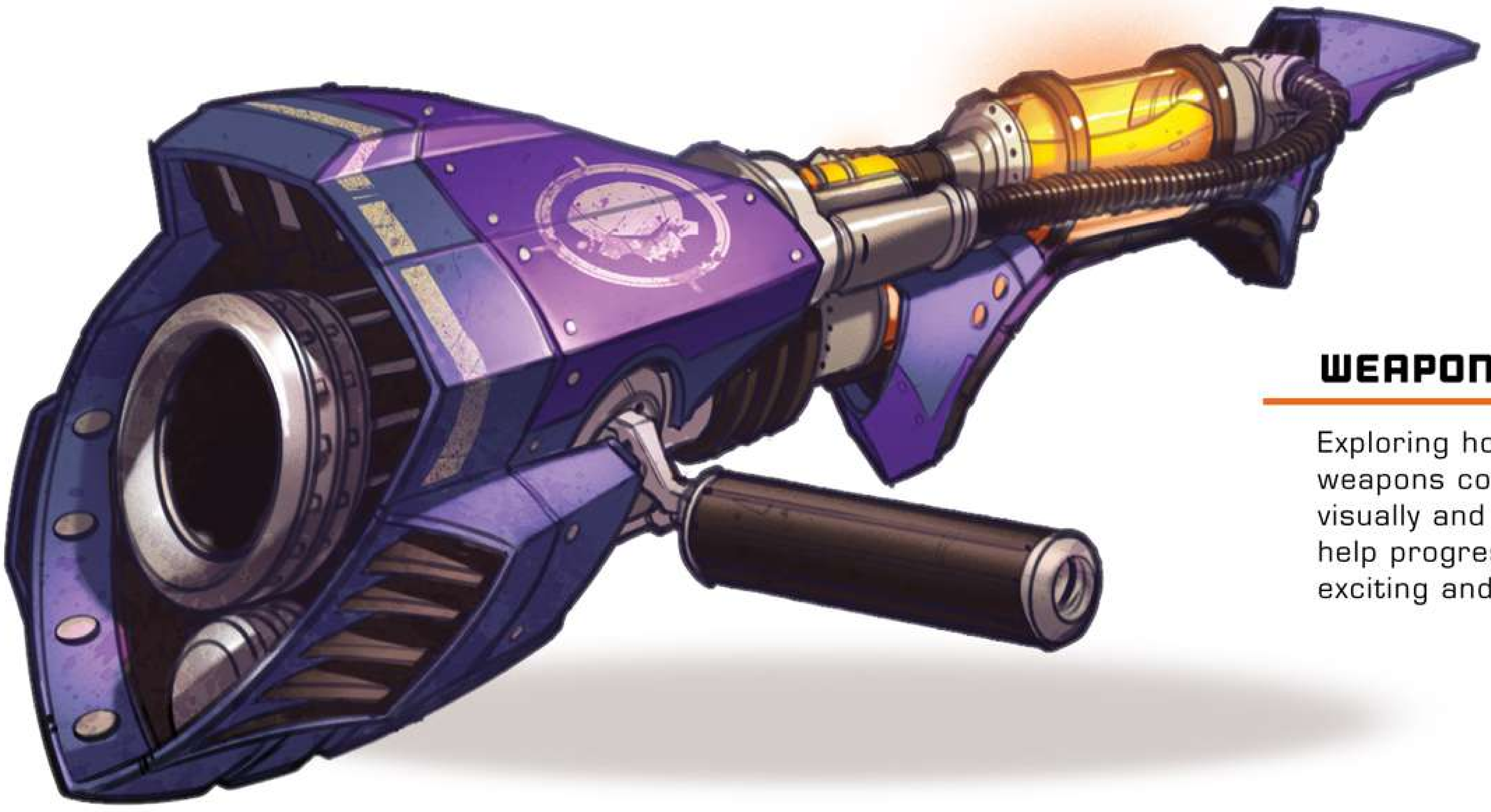
The R.Y.N.O. (Rip Ya a New One) is the most powerful weapon in nearly every *Ratchet* game. This is concept shape exploration for *A Crack in Time's* RYNO V.



Insane FX were the final component of bringing the weapons to life.

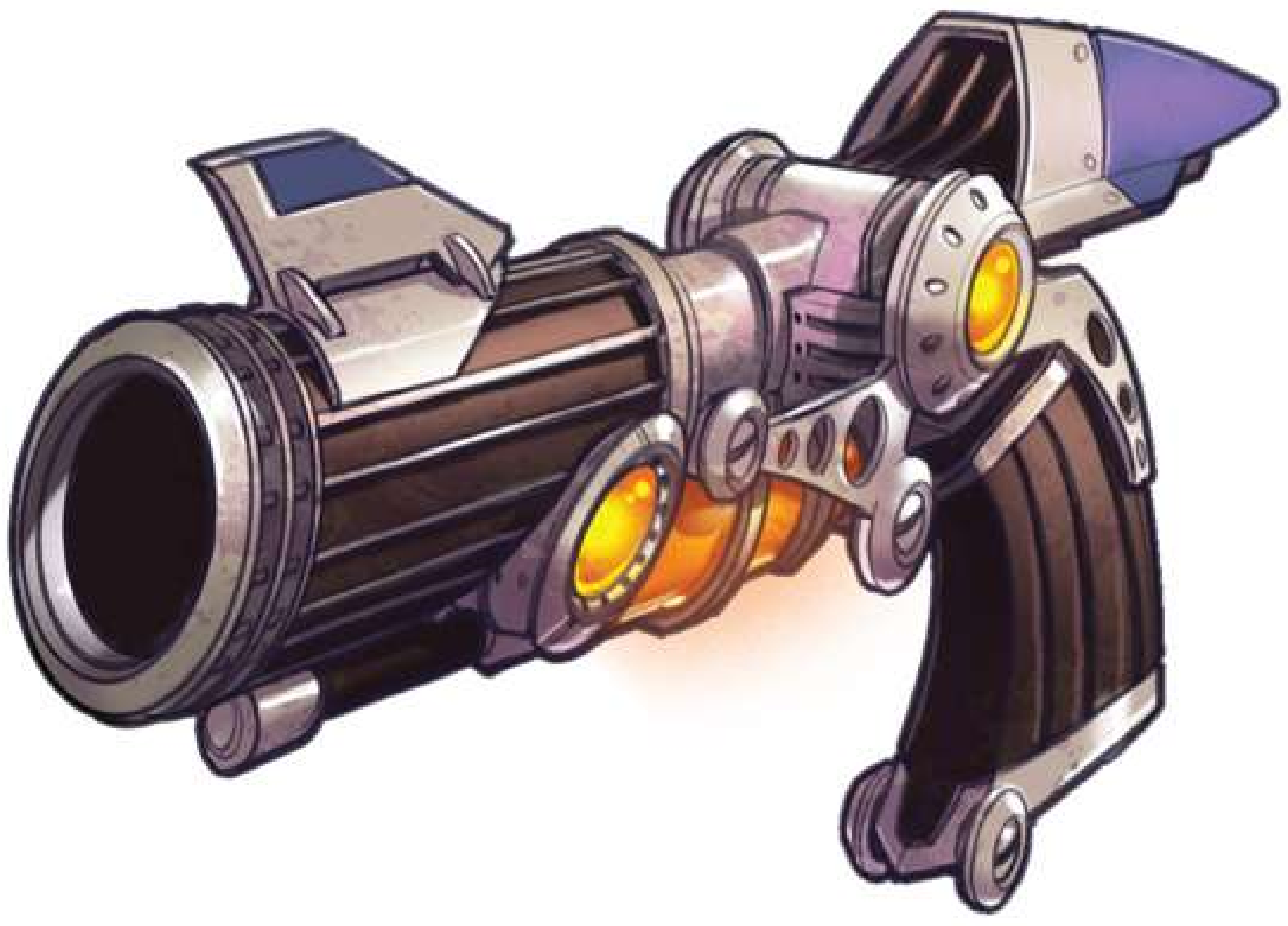
WARMONGER

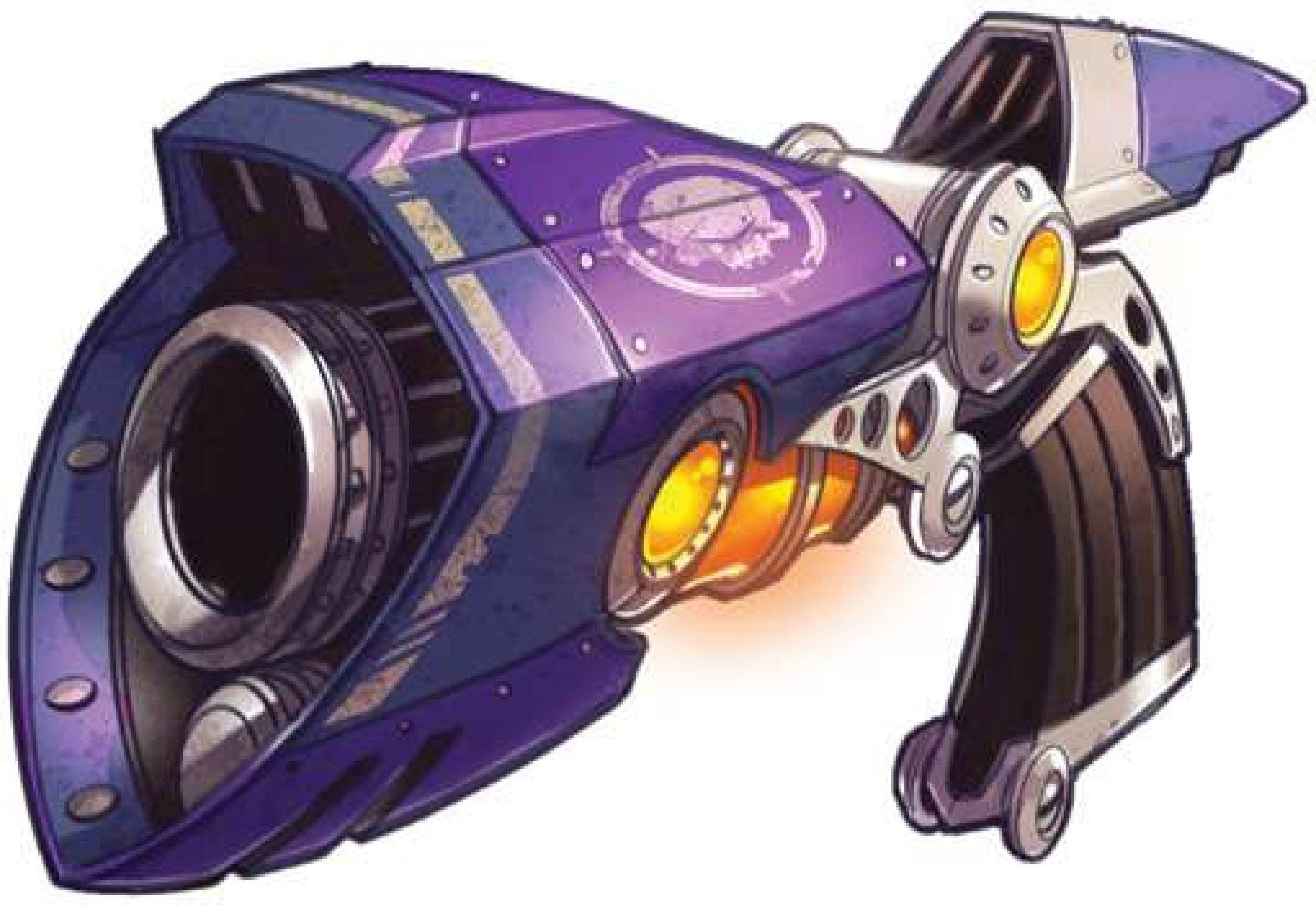
The Warmonger: when you absolutely, positively, have to obliterate every Minion in the zone; accept no substitutes.

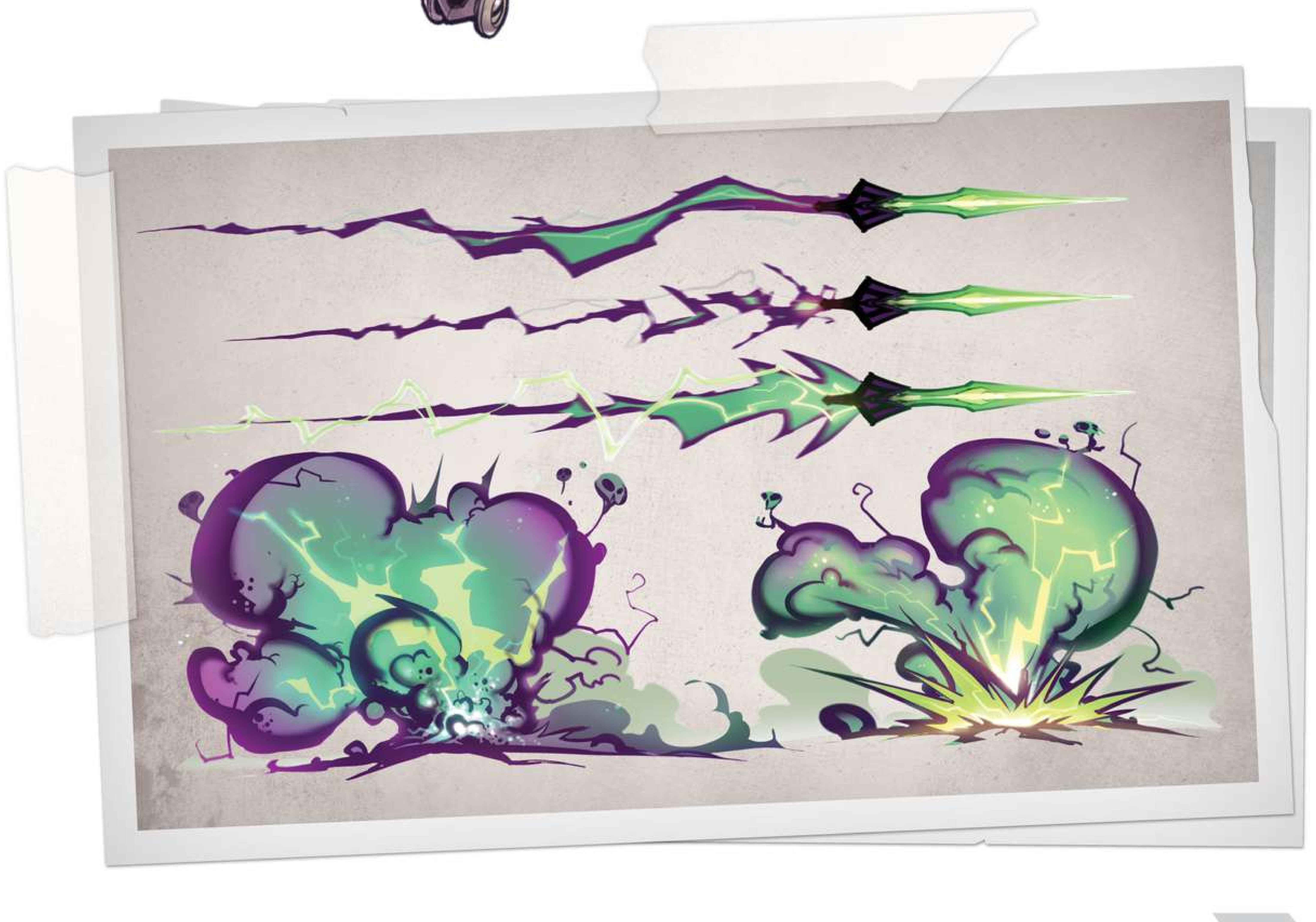


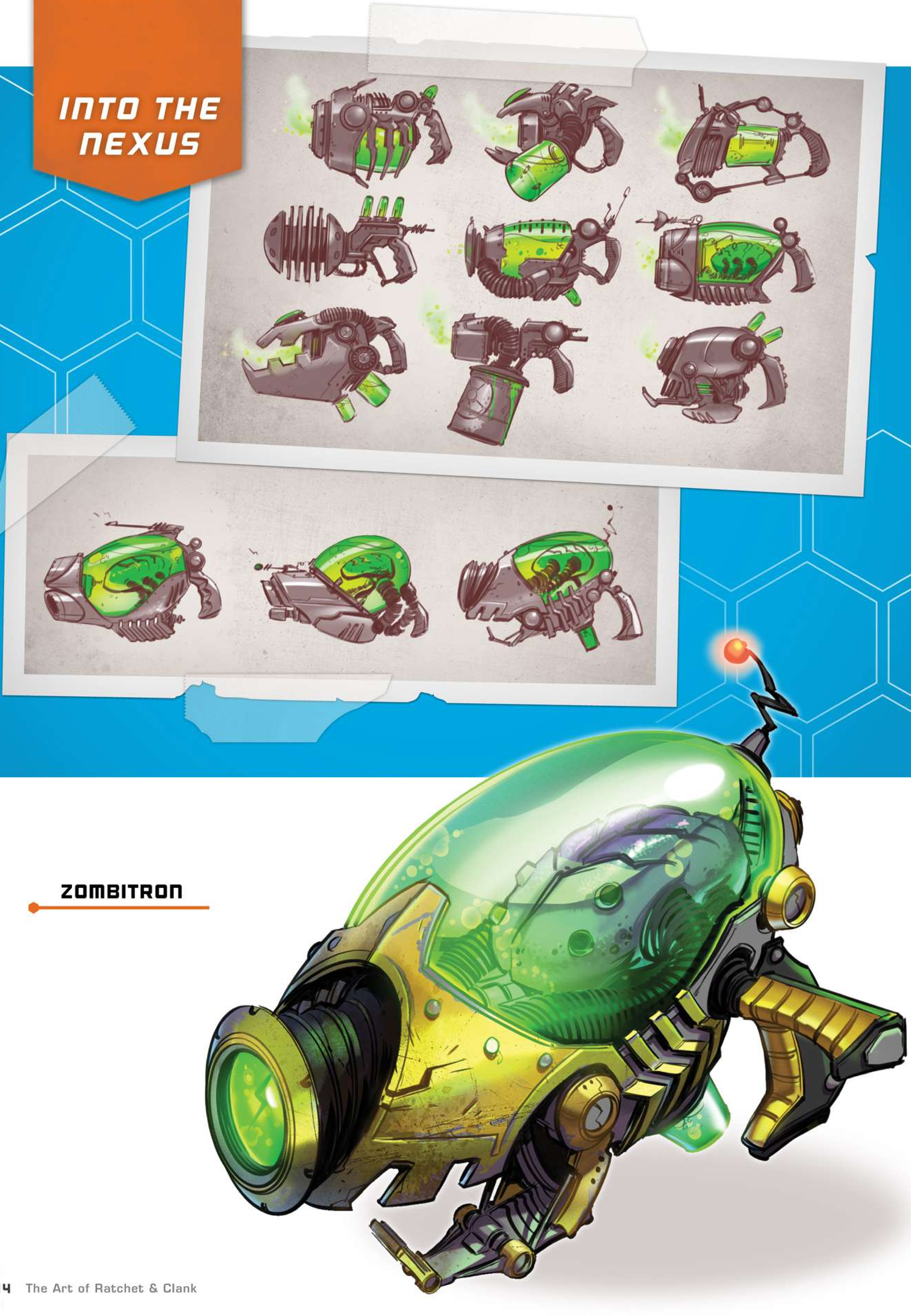
WEAPON UPGRADES

Exploring how upgrading weapons could change both visually and functionally to help progression feel more exciting and rewarding.



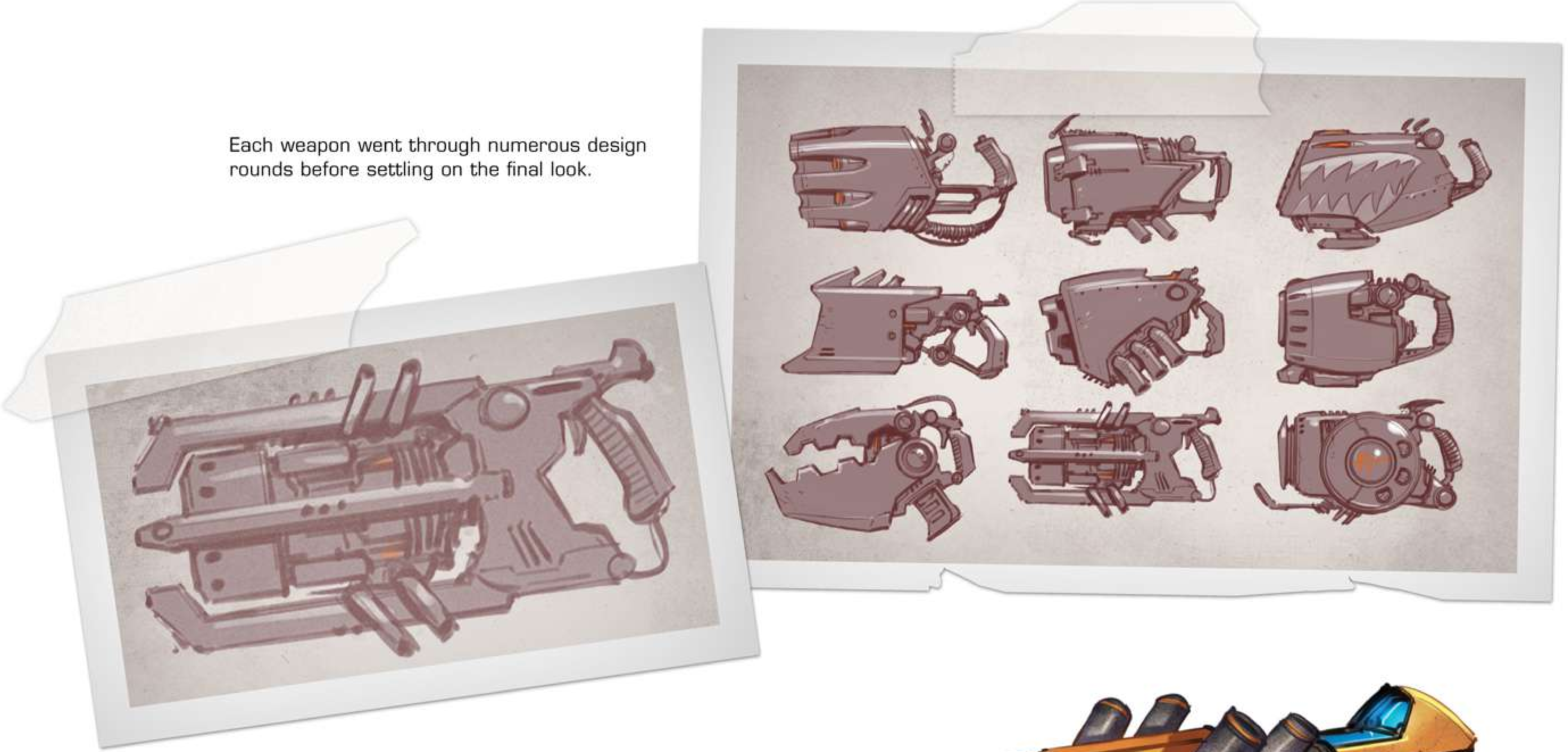






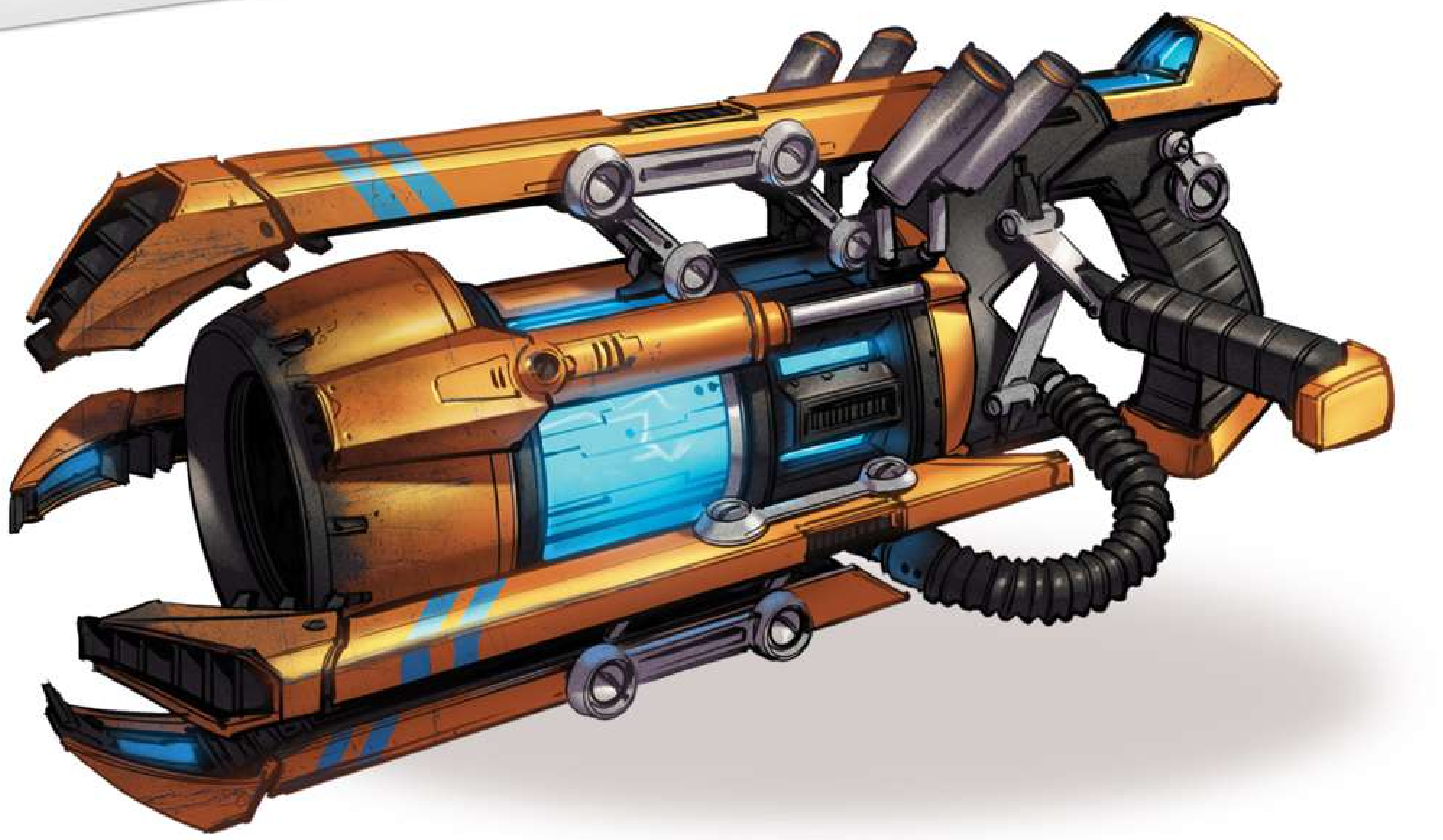
ZOMBITRON

Each weapon went through numerous design rounds before settling on the final look.



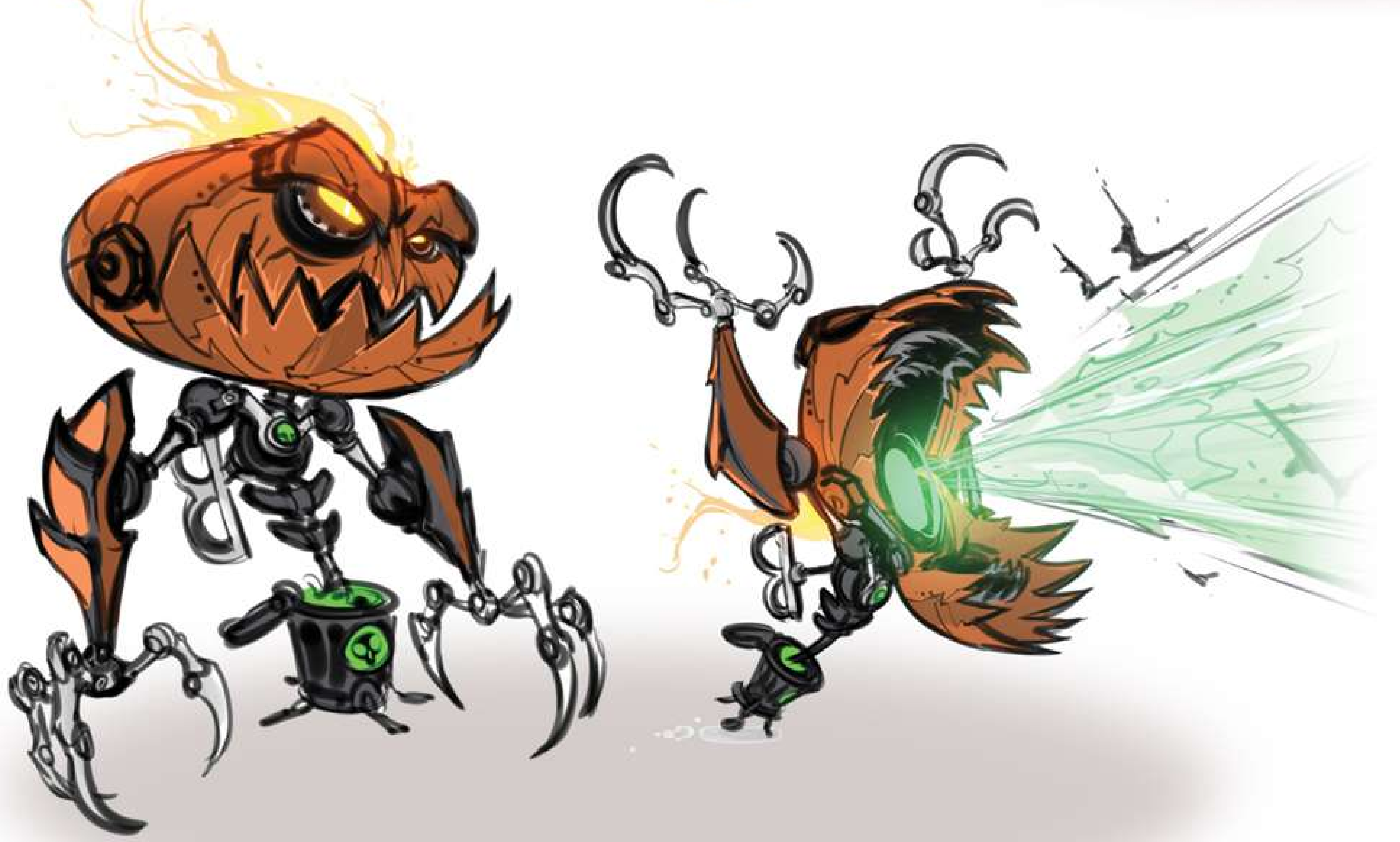
TEMPORAL REPULSOR

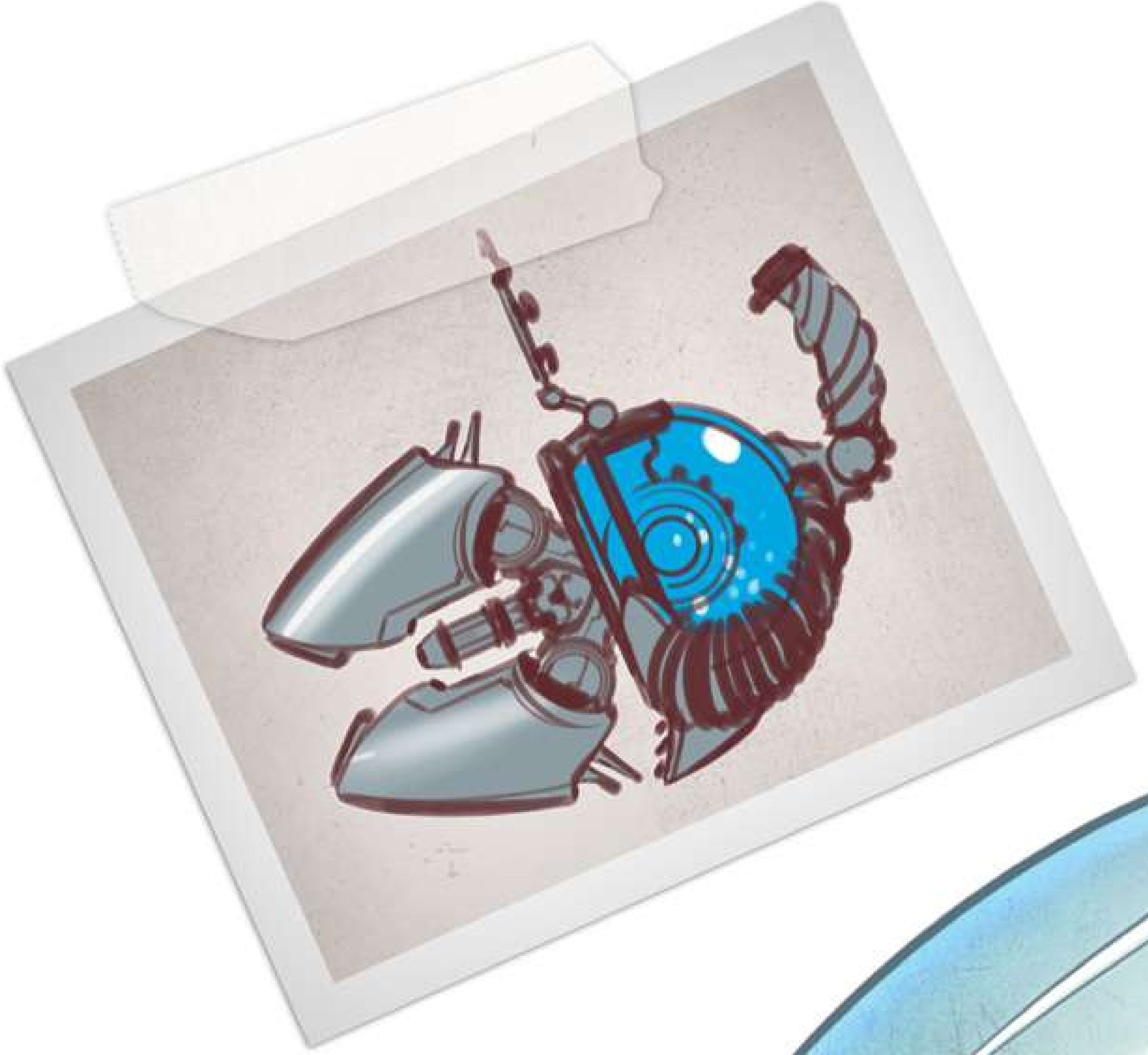
This weapon needed to physically change when it fired. From the players view, the arms would burst open and the barrel would retract from the recoil.

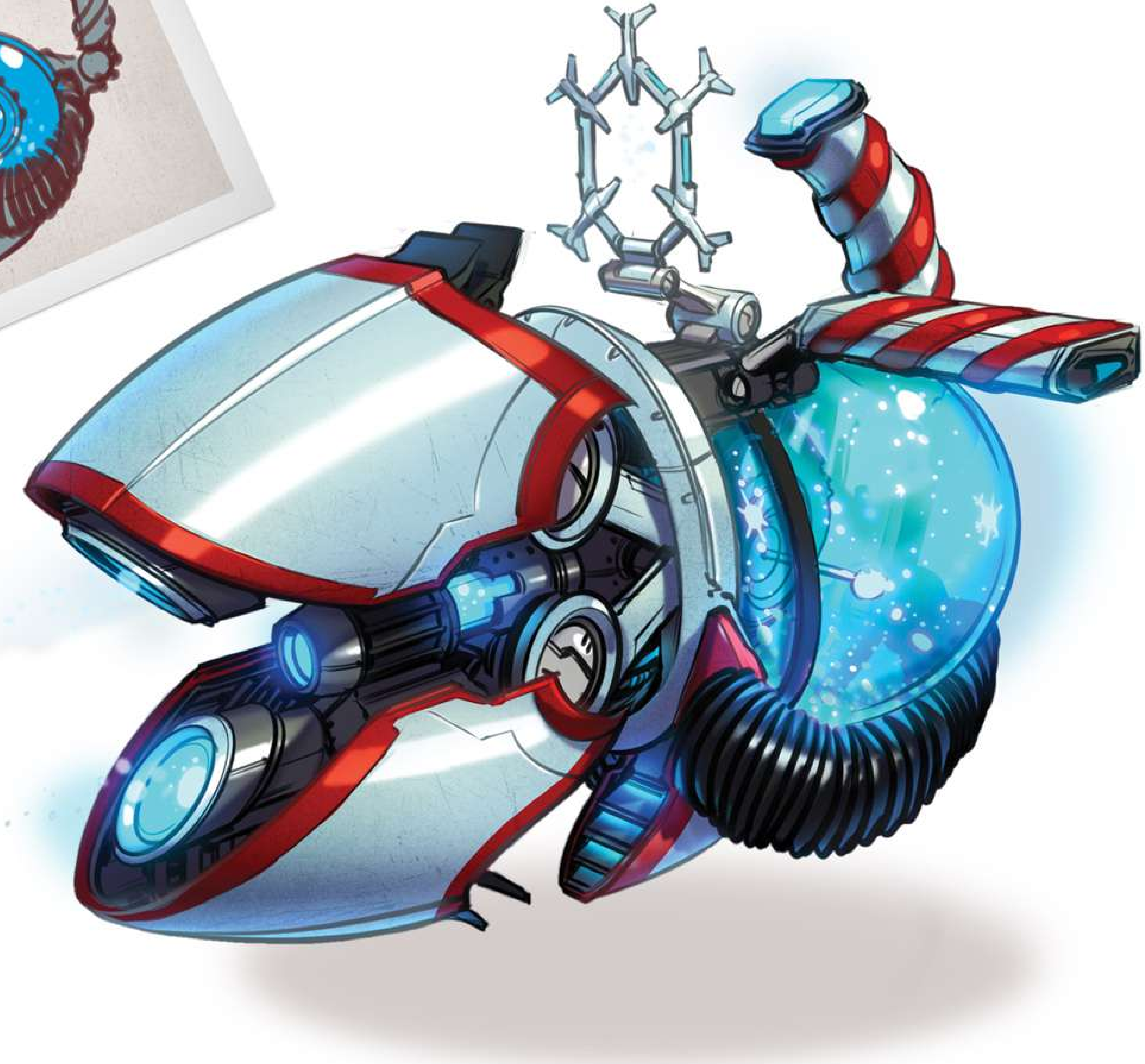


NIGHTMARE BOX

As the arsenals changed with each game, the weapons began to take on personalities of their own, almost becoming characters themselves.

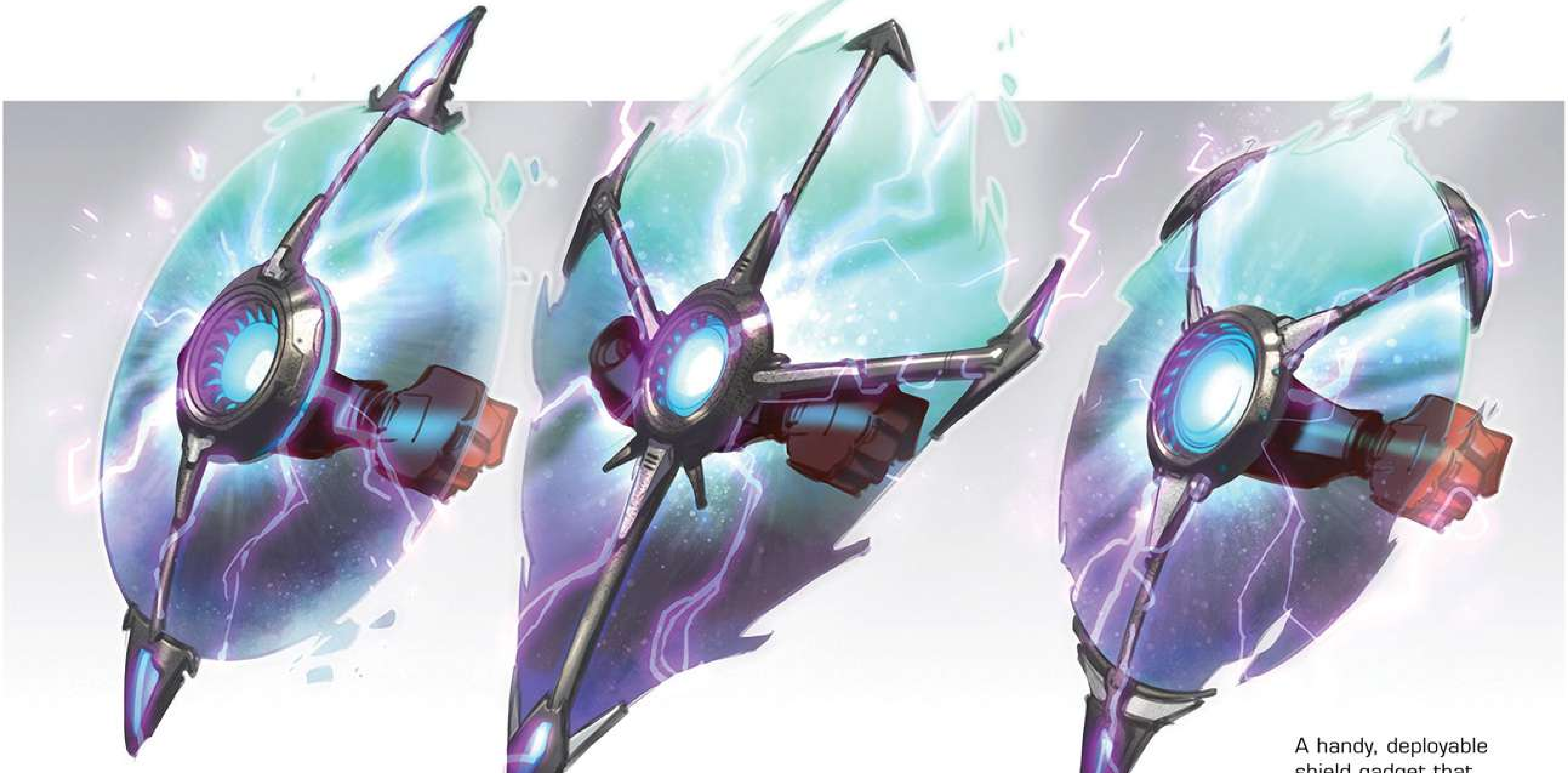




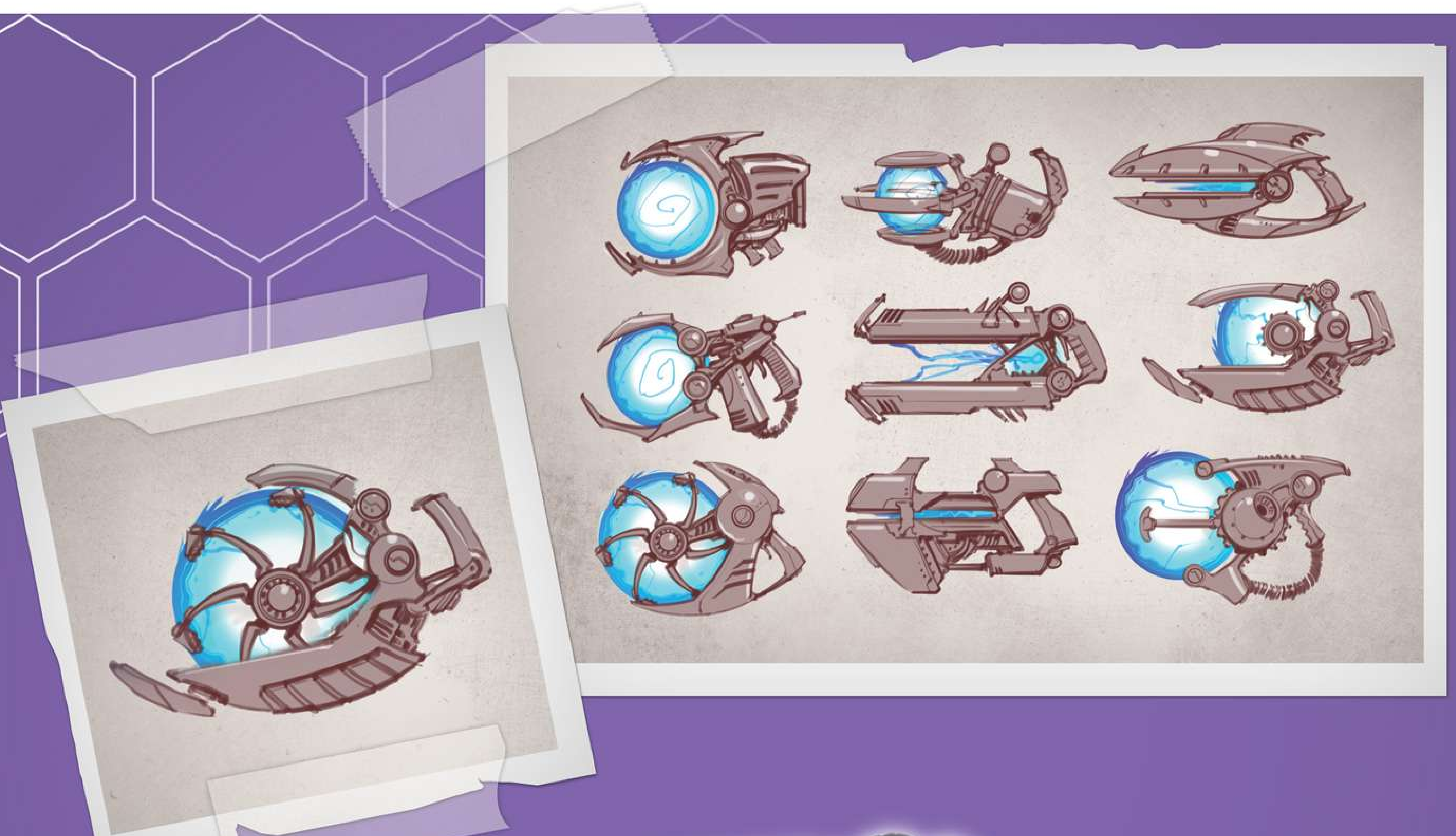


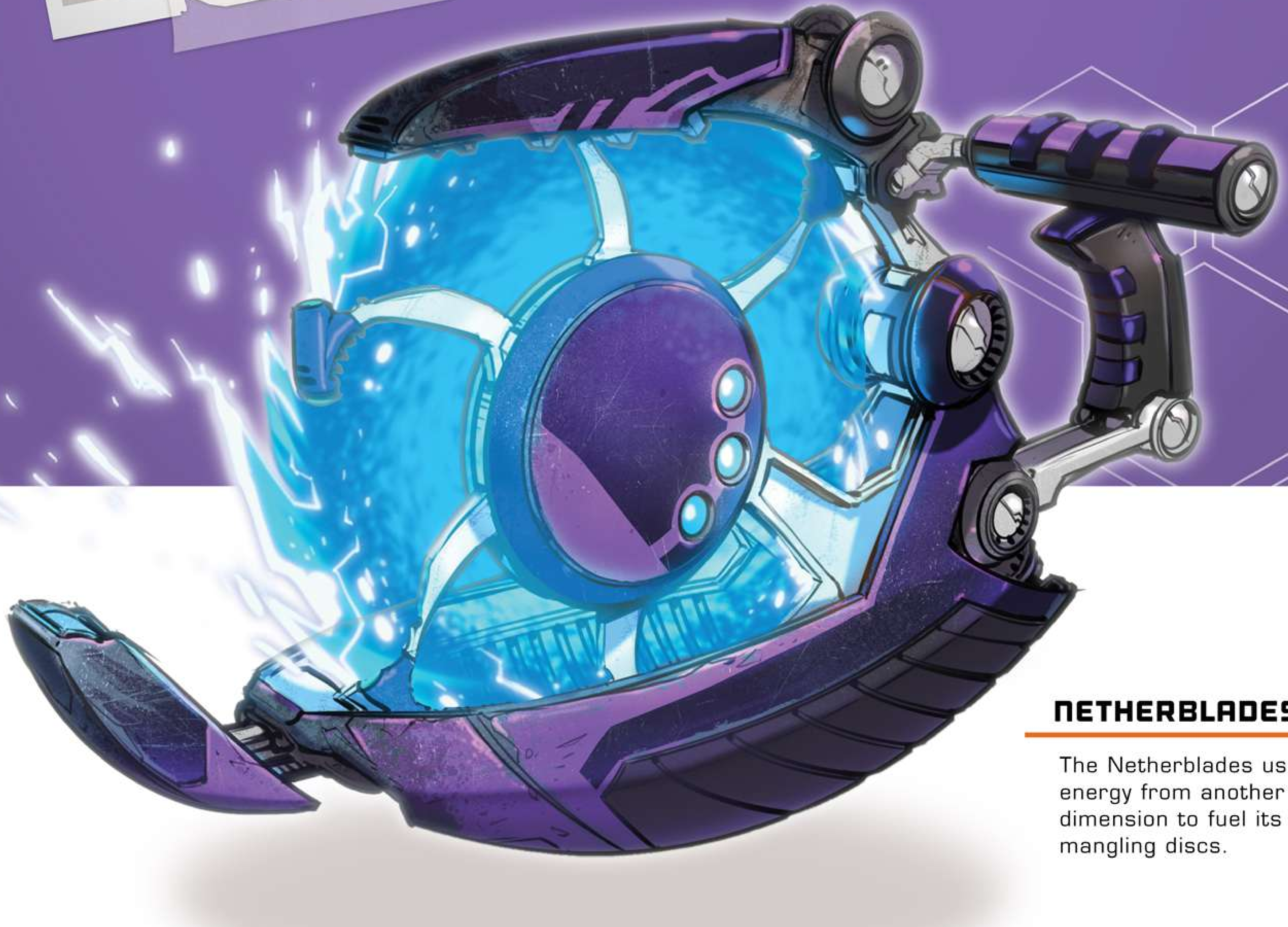
WINTERIZER

Originally enemies would turn into the same snowman when defeated. In a last minute hustle, however, we created an individual snowman for each enemy.



A handy, deployable shield gadget that used Nether-energy for its armament.





NETHERBLADES

The Netherblades used energy from another dimension to fuel its mangling discs.

Rootworm environment concept art from *Ratchet & Clank: All 4 One*.

4

WORLDS

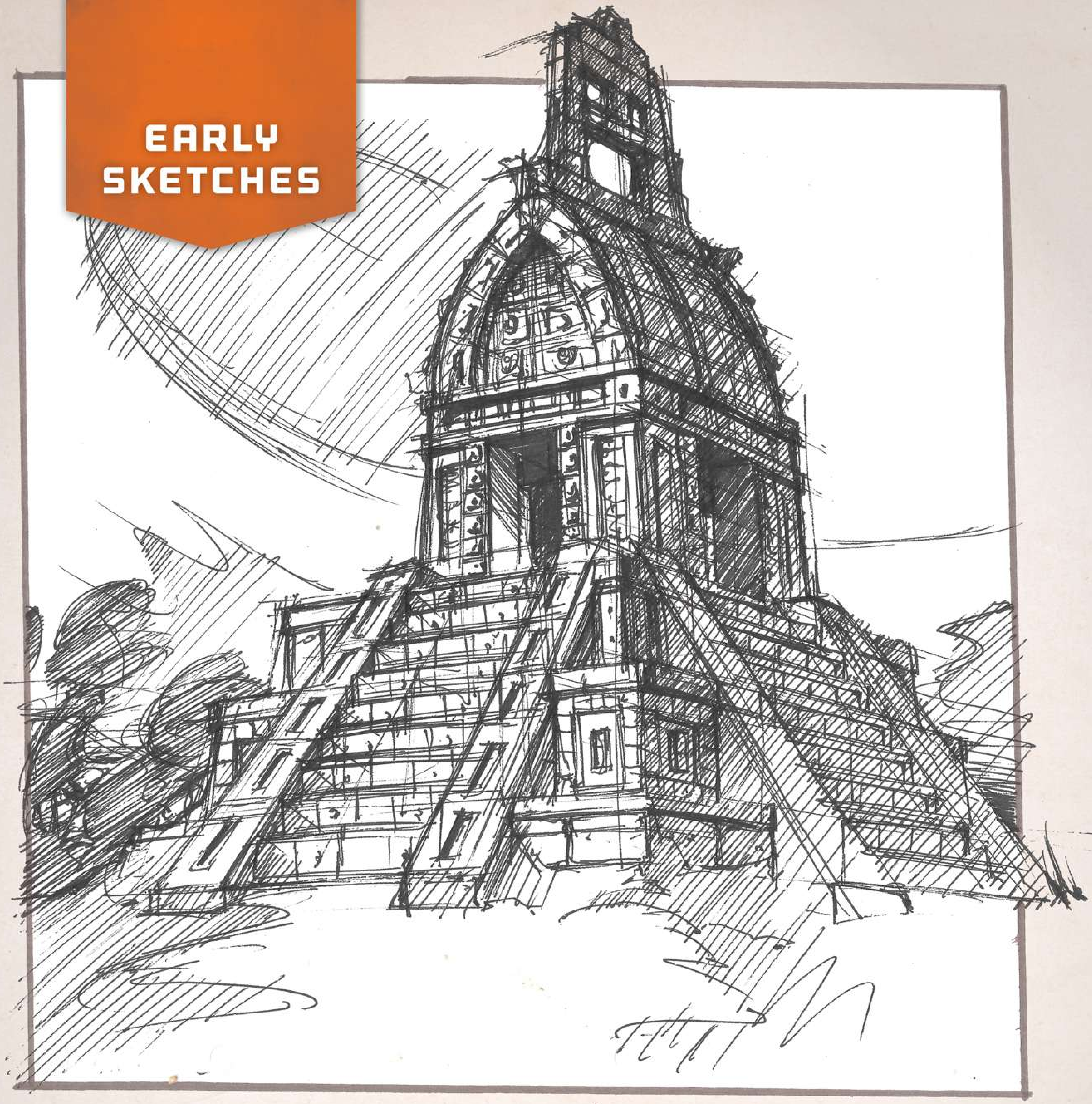
From lush jungle planets to desert wastelands to sprawling city-worlds and relaxed resort destinations, the worlds of the Solana Galaxy are the backdrop of Ratchet and Clank's intergalactic adventures.

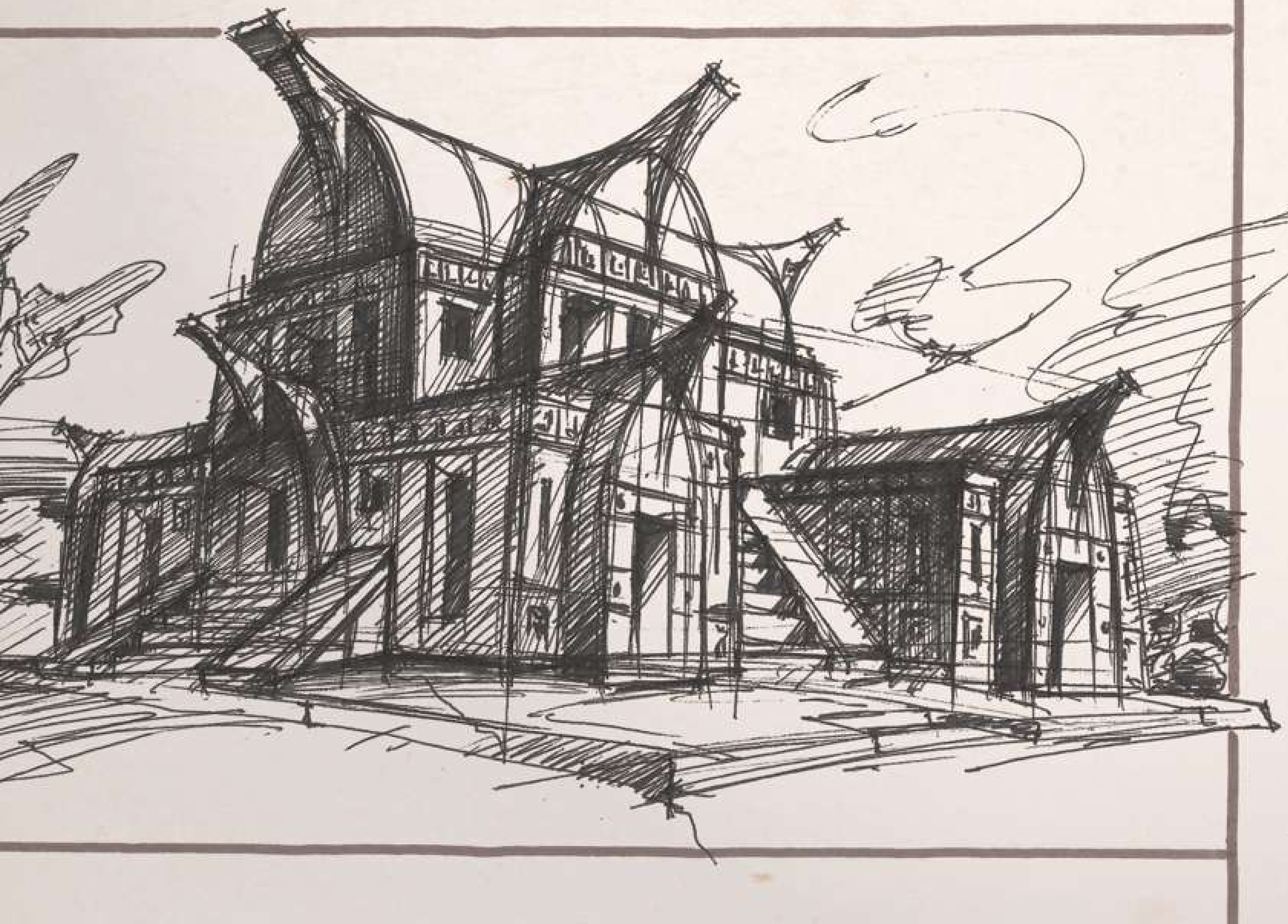
The team at Insomniac set out to make each location feel full of life. The first dioramas—the internal name for location prototypes—featured a jungle planet overgrown with alien flora and a city planet that buzzed with aerial traffic. Those early tests proved that details are everything. Look closely, and you'll find swarms of alien insects—plants that react to Ratchet's presence, and little glimpses into the lives of a universe filled with alien creatures.

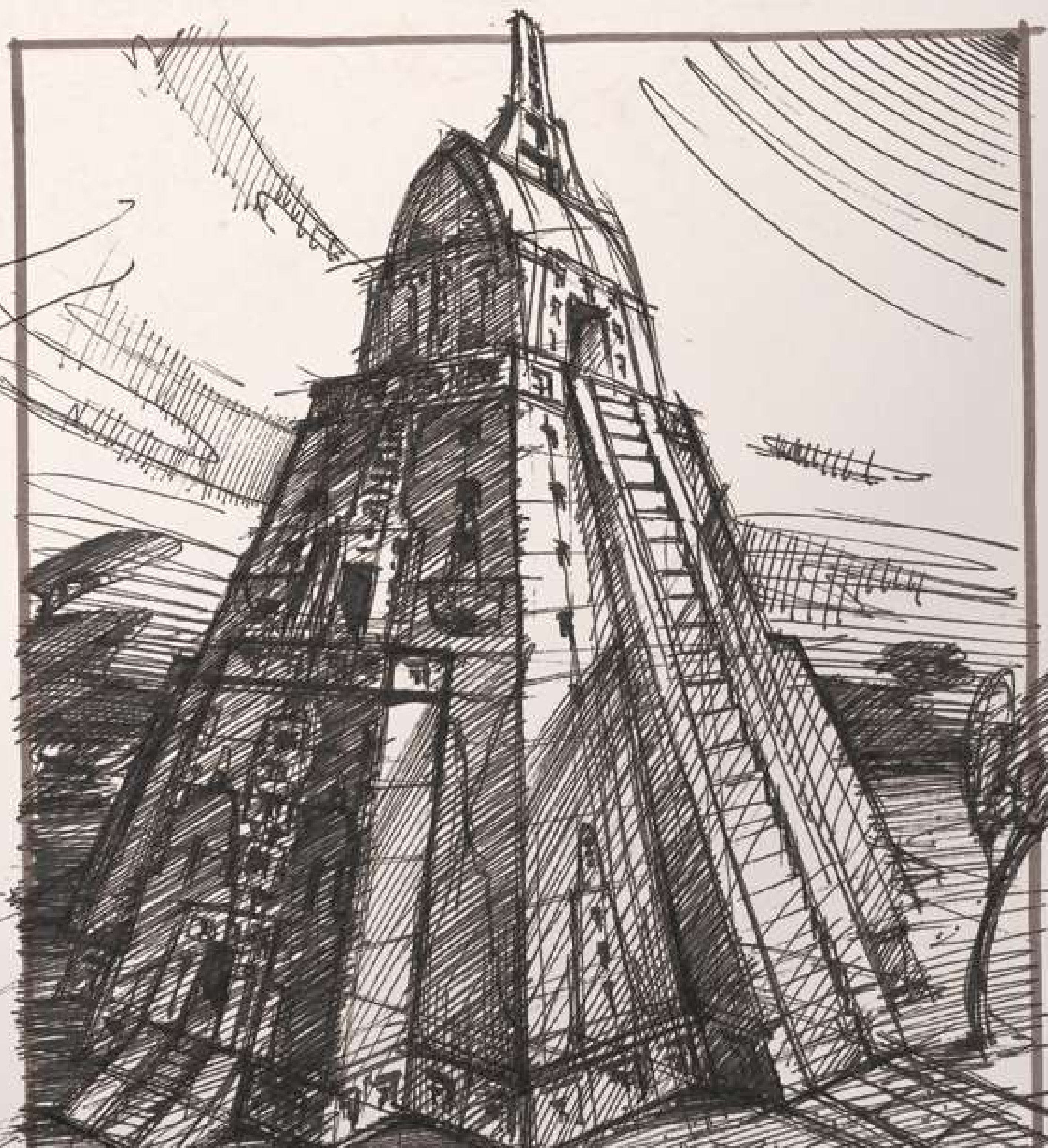
Each planet and location in a *Ratchet & Clank* game can almost be considered a character in its own right. Who can forget planets like the lush vacation getaway of Pokitaru, or the city of Metropolis on Kerwan?

Reaching deep into the inspirations of classic '50s and '60s sci-fi, with a dash of theme park design, Insomniac set out to include huge variety of locales in each *Ratchet & Clank* game. Each planet begins with a beautiful "vista" point that looks like a concept art painting of a fantastic science-fiction world. These vistas invite the player into the scene to feel a sense of wonder and discovery.

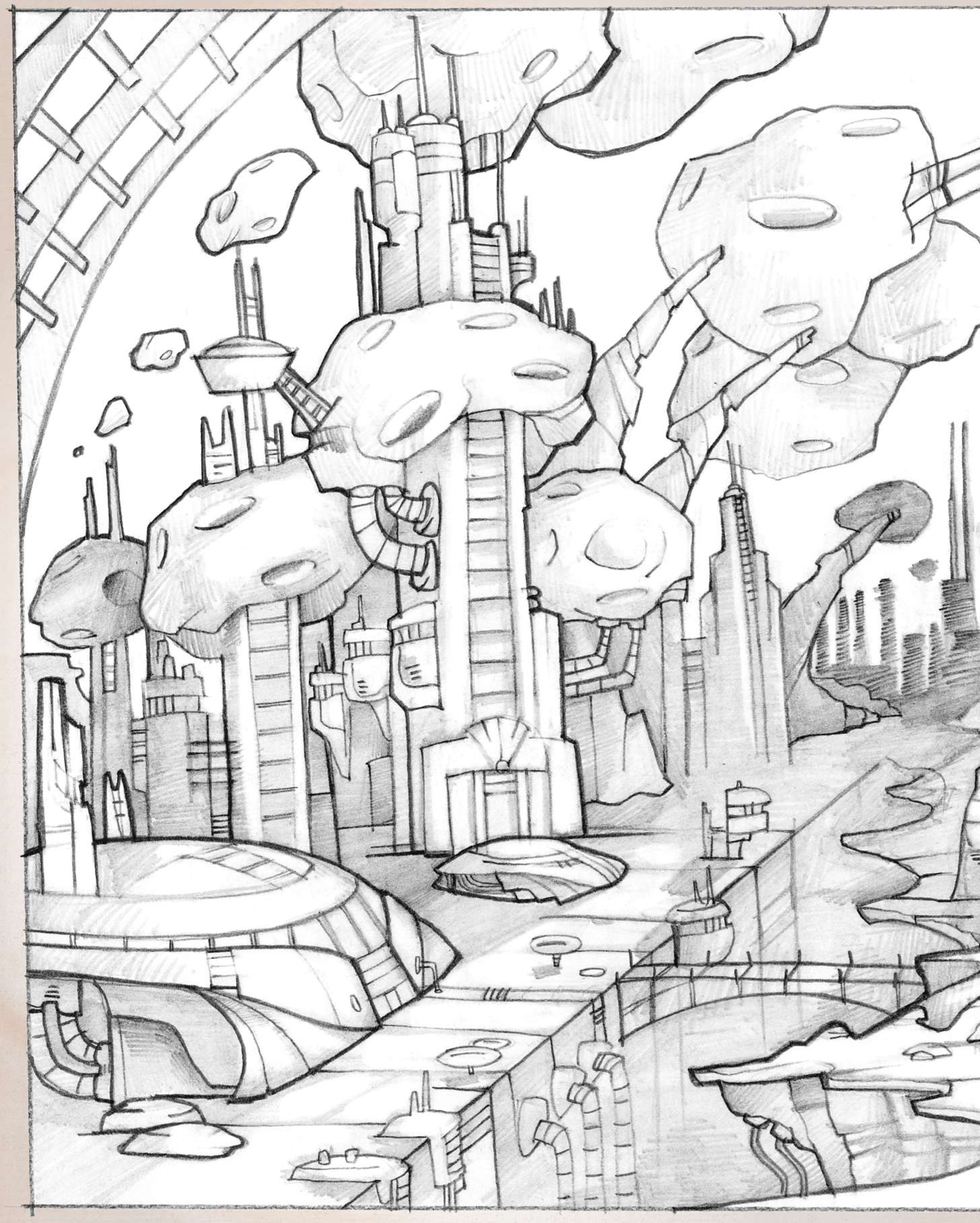
EARLY SKETCHES

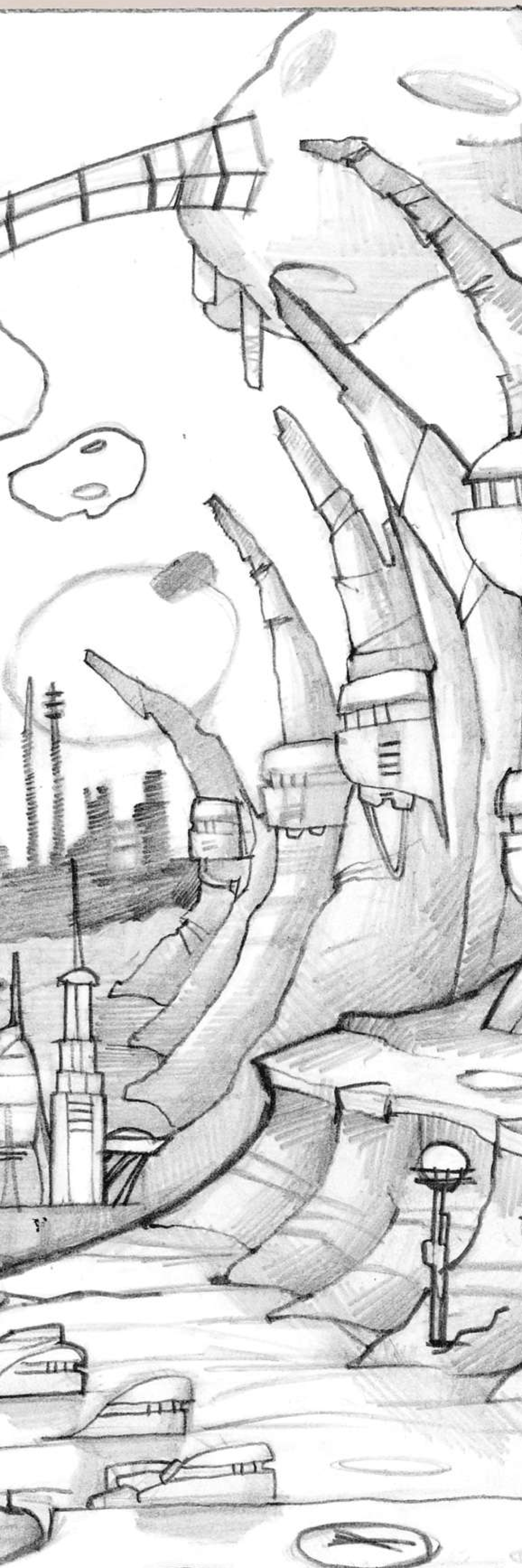


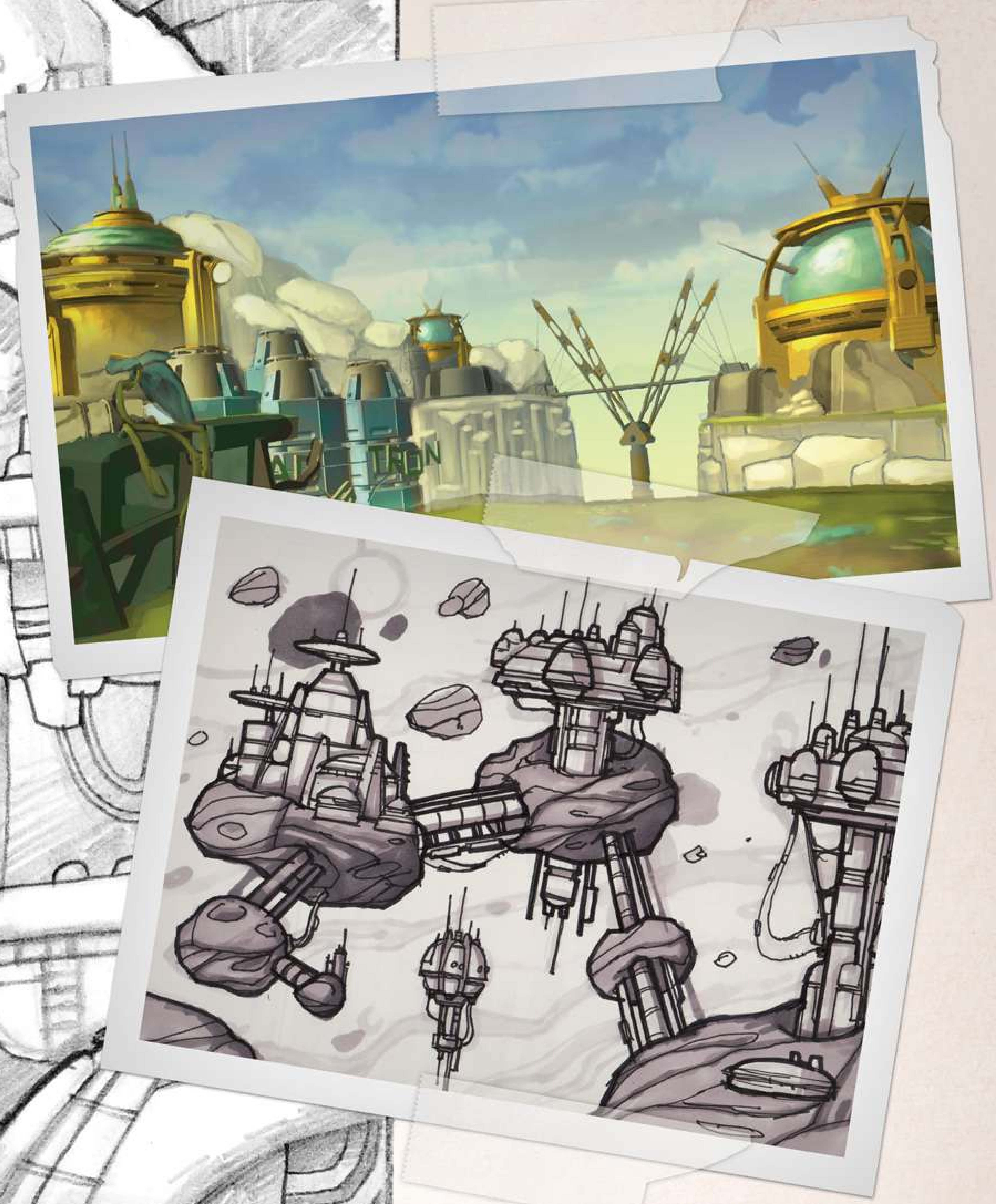




OASIS
VOLCANO
ARTISAN CASTL
CLOUD COVE
ZEPHYRON .TEST
SPARX
CLIFF GEM QUARRY





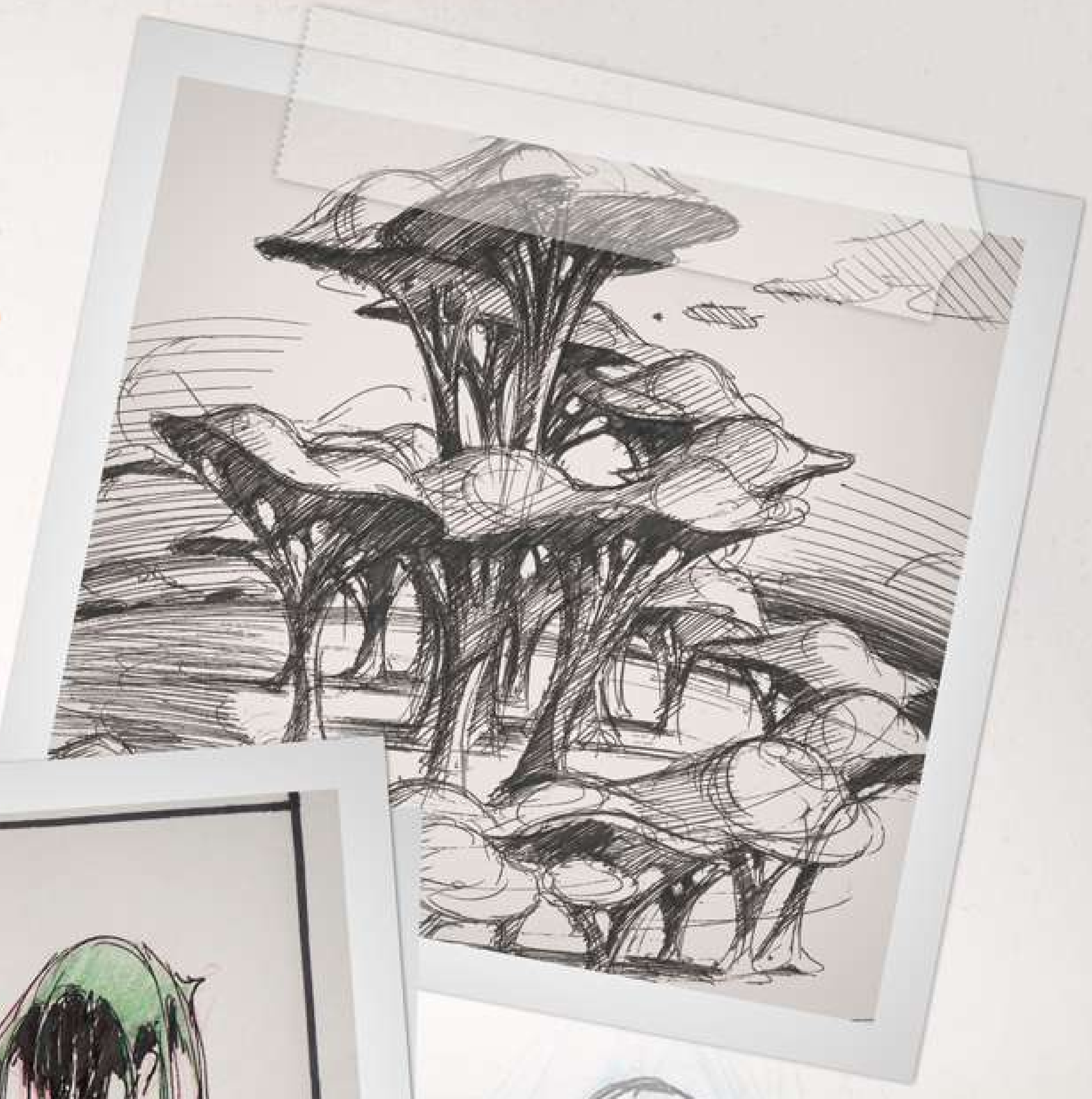


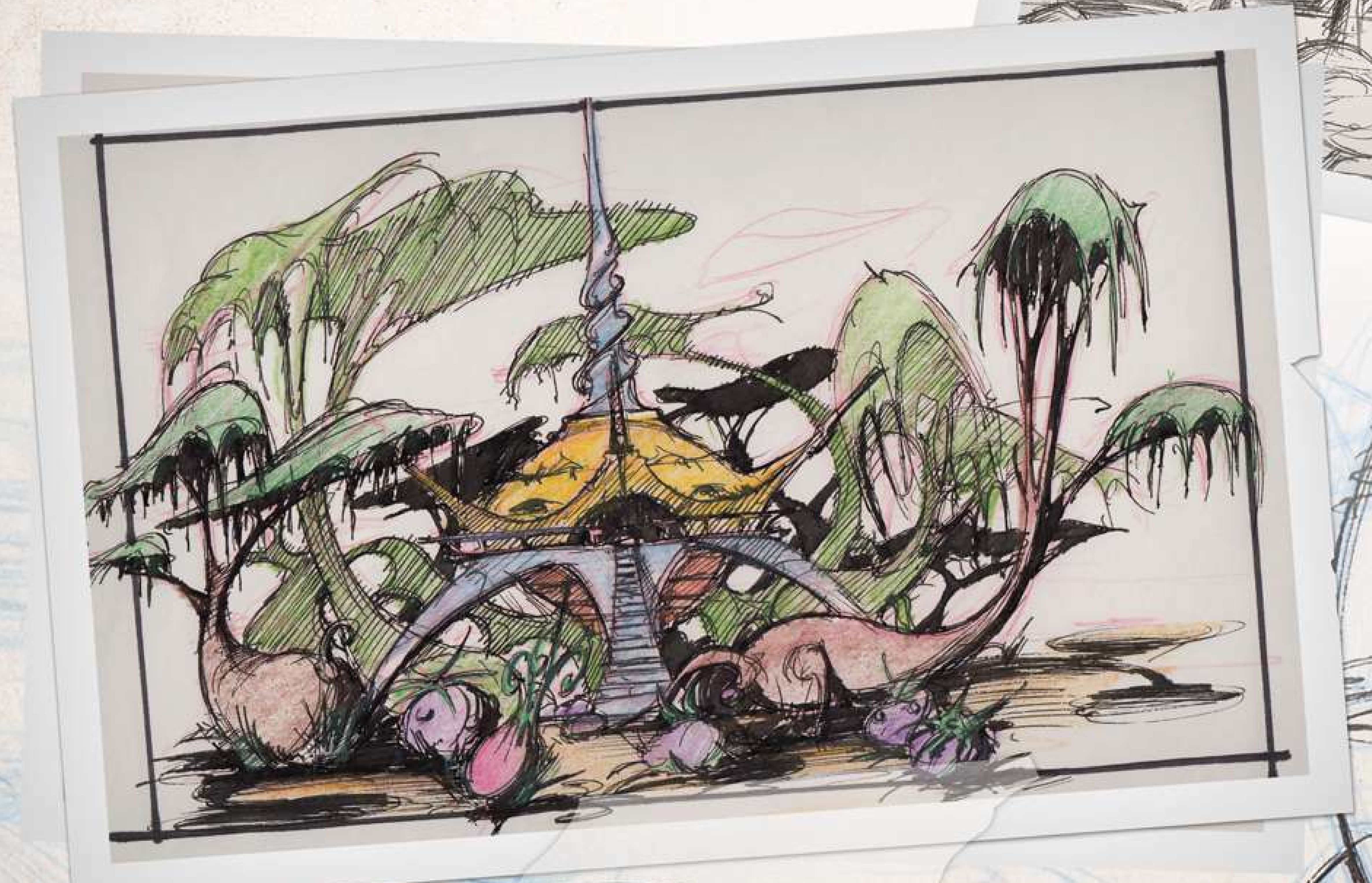
NEBULA G-34

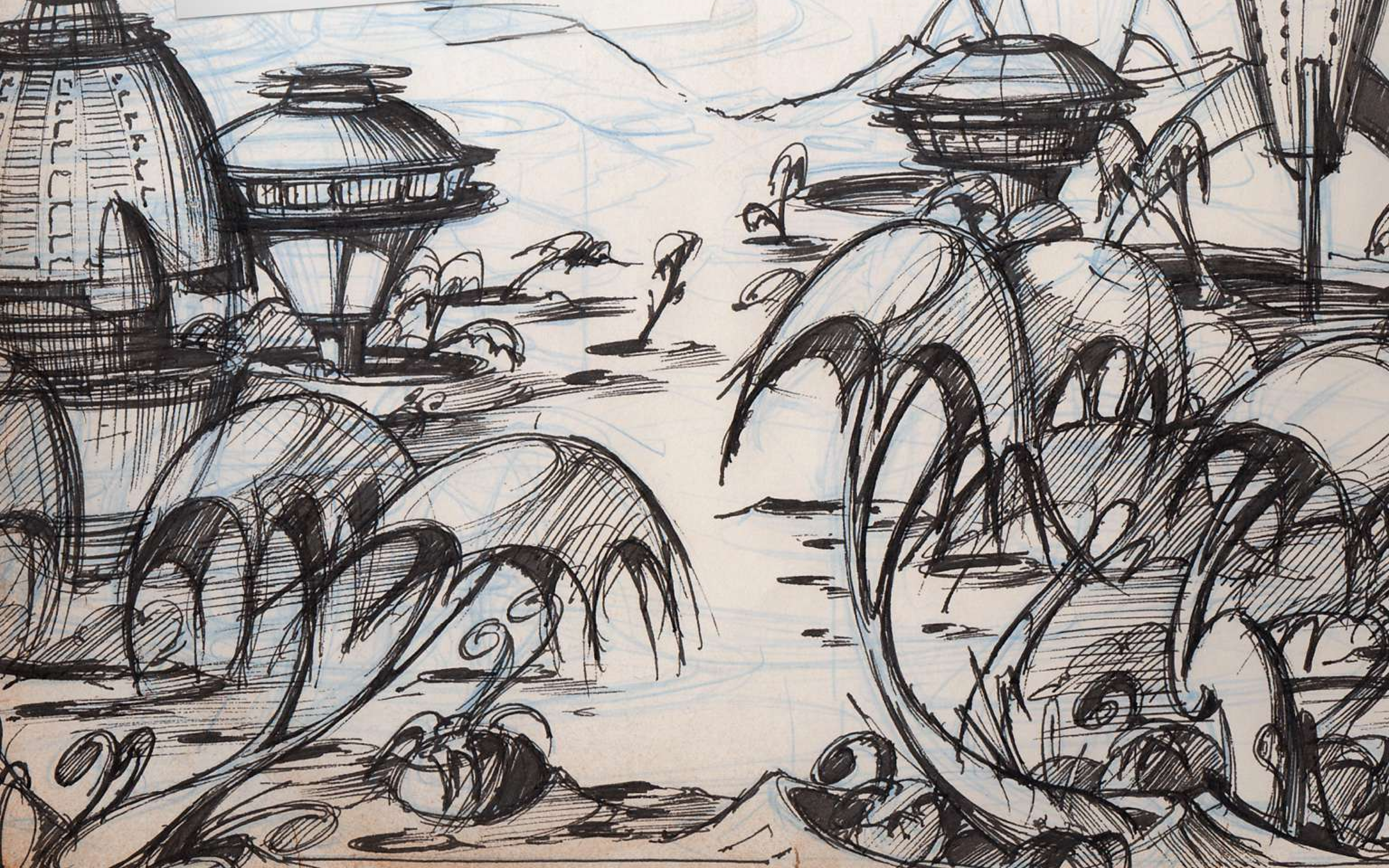
Ratchet & Clank environments are about interesting collisions between nature and architecture. It took us a while to wrap our heads around the density that felt right for the PlayStation 2. Suddenly we could build rivets, cables, and tension wires—all elements that would have been prohibitively expensive on previous hardware generations. We settled on a visual convention that directed the player's eye with clustered interest at eye level and long vistas in the background.

ROUGH SKETCHES

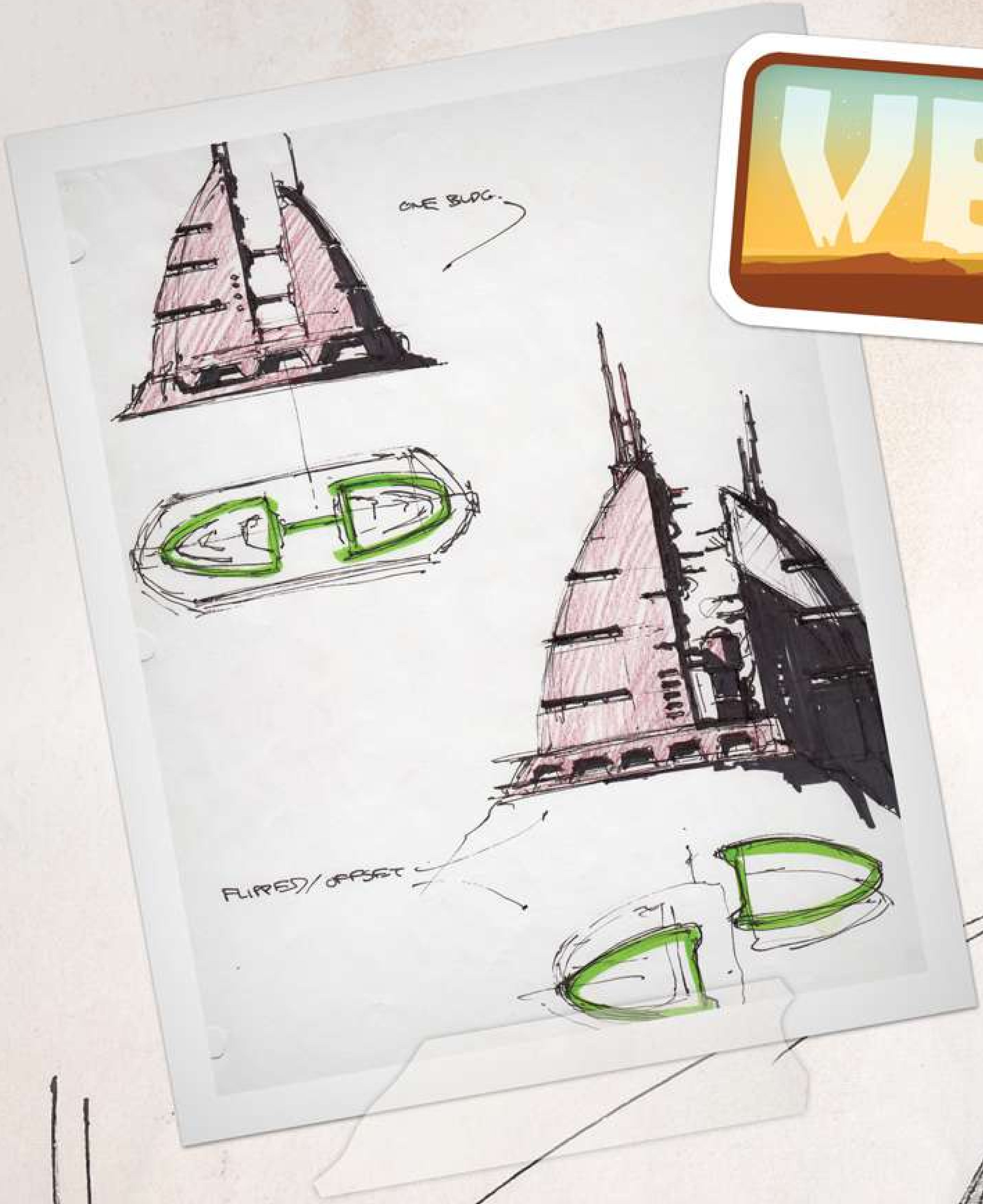
Below are unfinished sketches displaying additional stylistic exploration that would eventually become part of our style. Exotic alien vegetation, craters, and retro-futuristic structures with rounded aerodynamic forms. Eventually this concept evolved into the Tobruk Crater on planet Novalis, the first full campaign level in *Ratchet & Clank*.





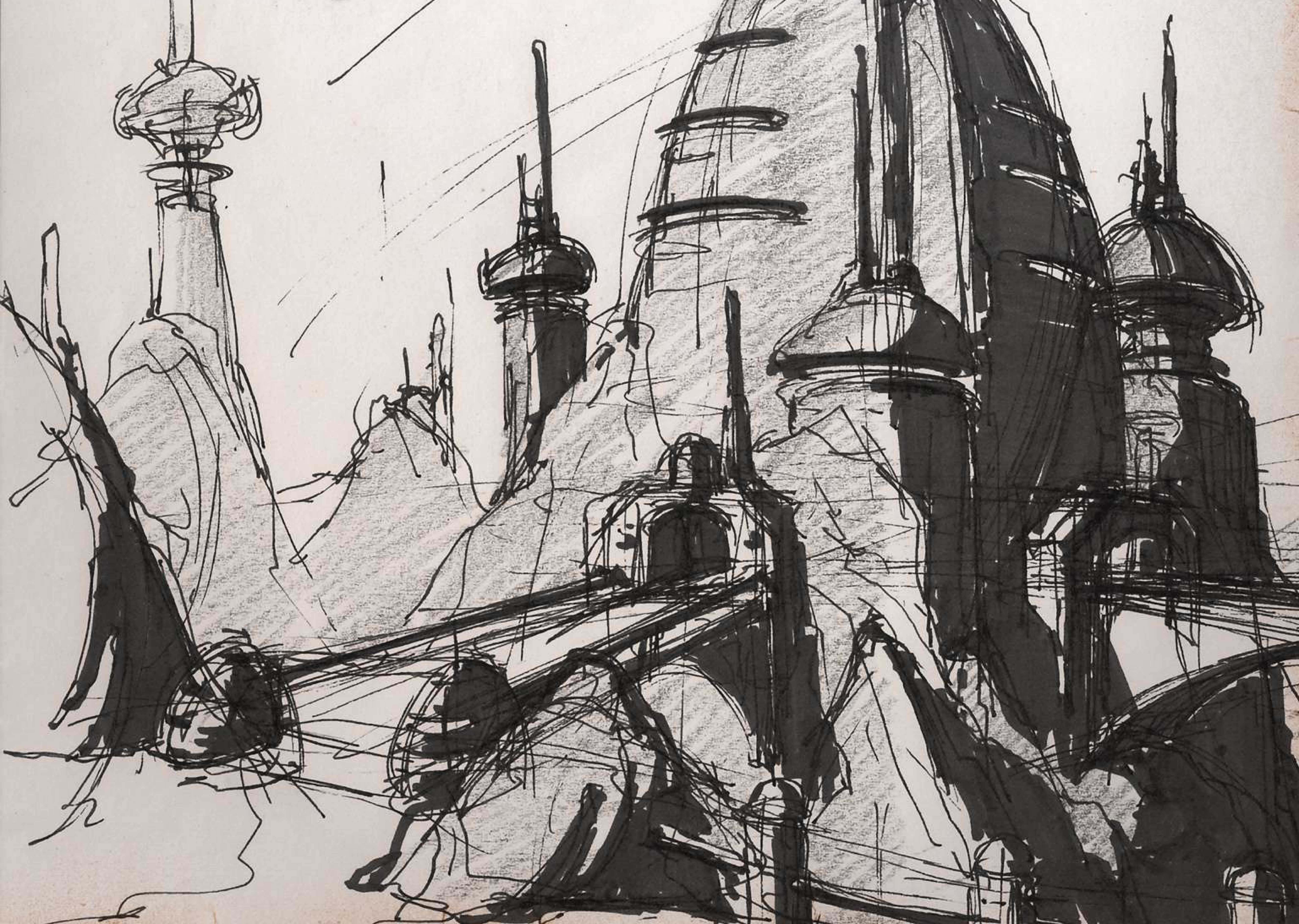


VELDIN
Welcome Home!

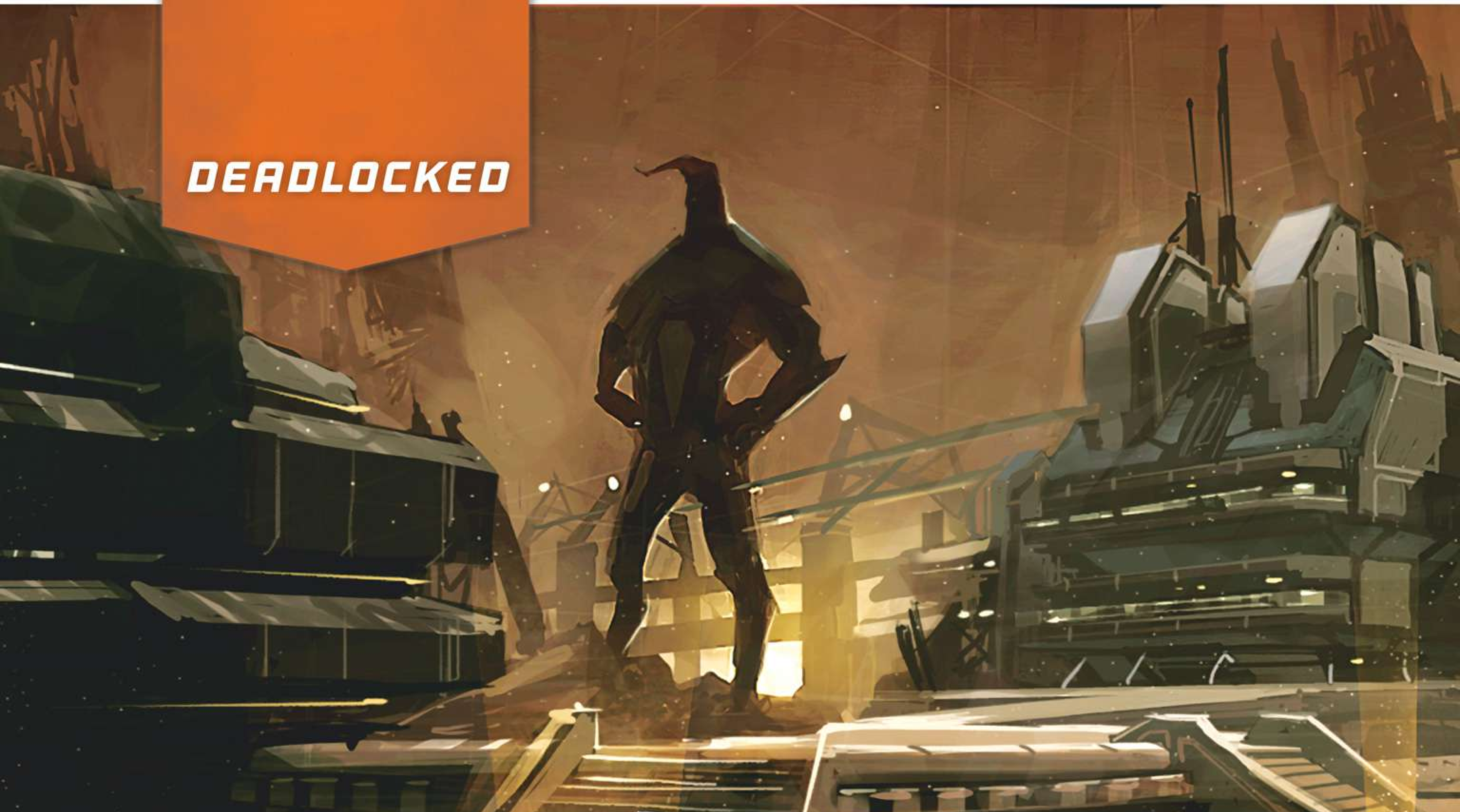

ONE BLDG.
FLIPPED/OFFSET

VELDIN SKETCHES

Concept sketches of Veldin, Ratchet's home planet and the first world we visit in *Ratchet & Clank*.



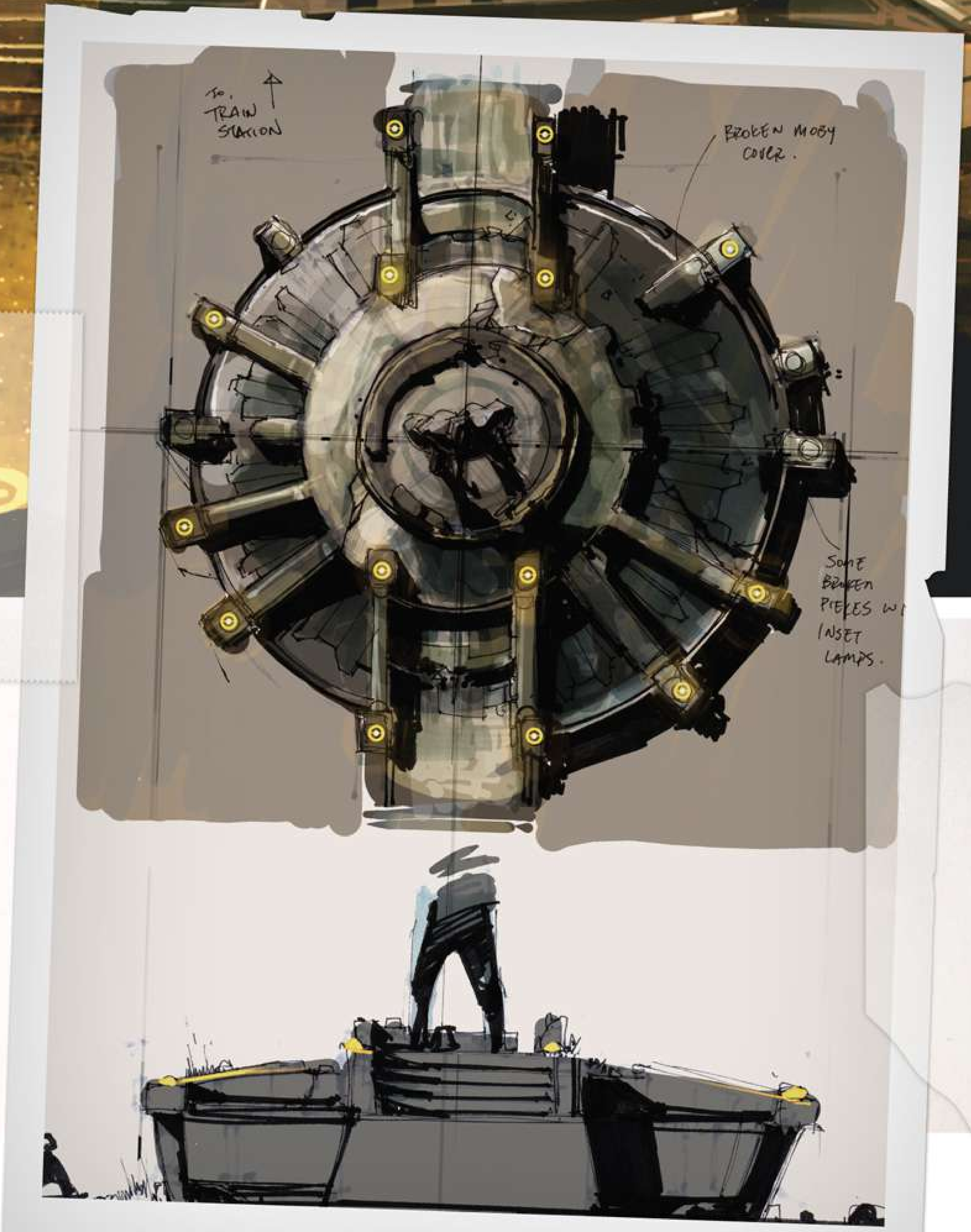
DEADLOCKED

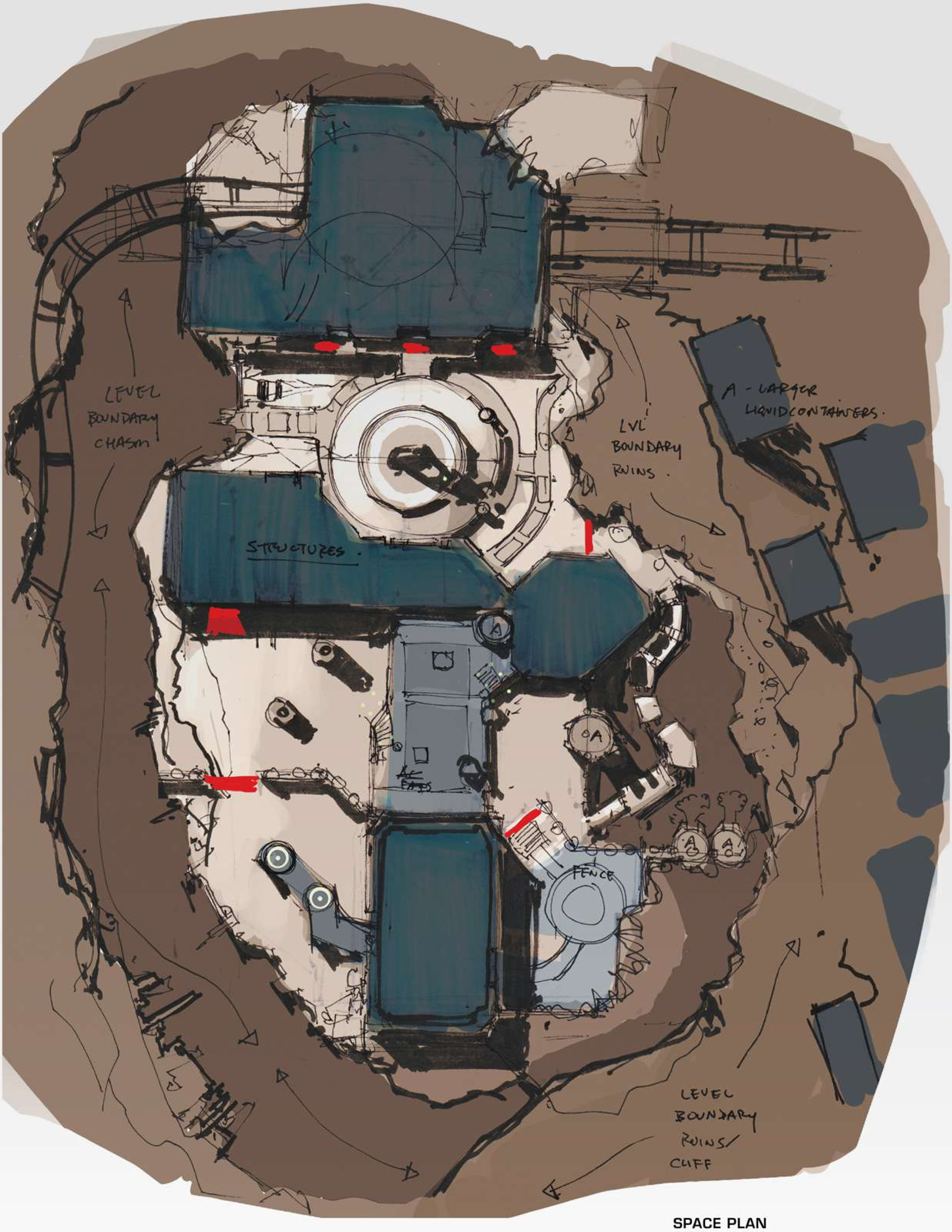


The Ace Hardlight monument overlooks Torvos.

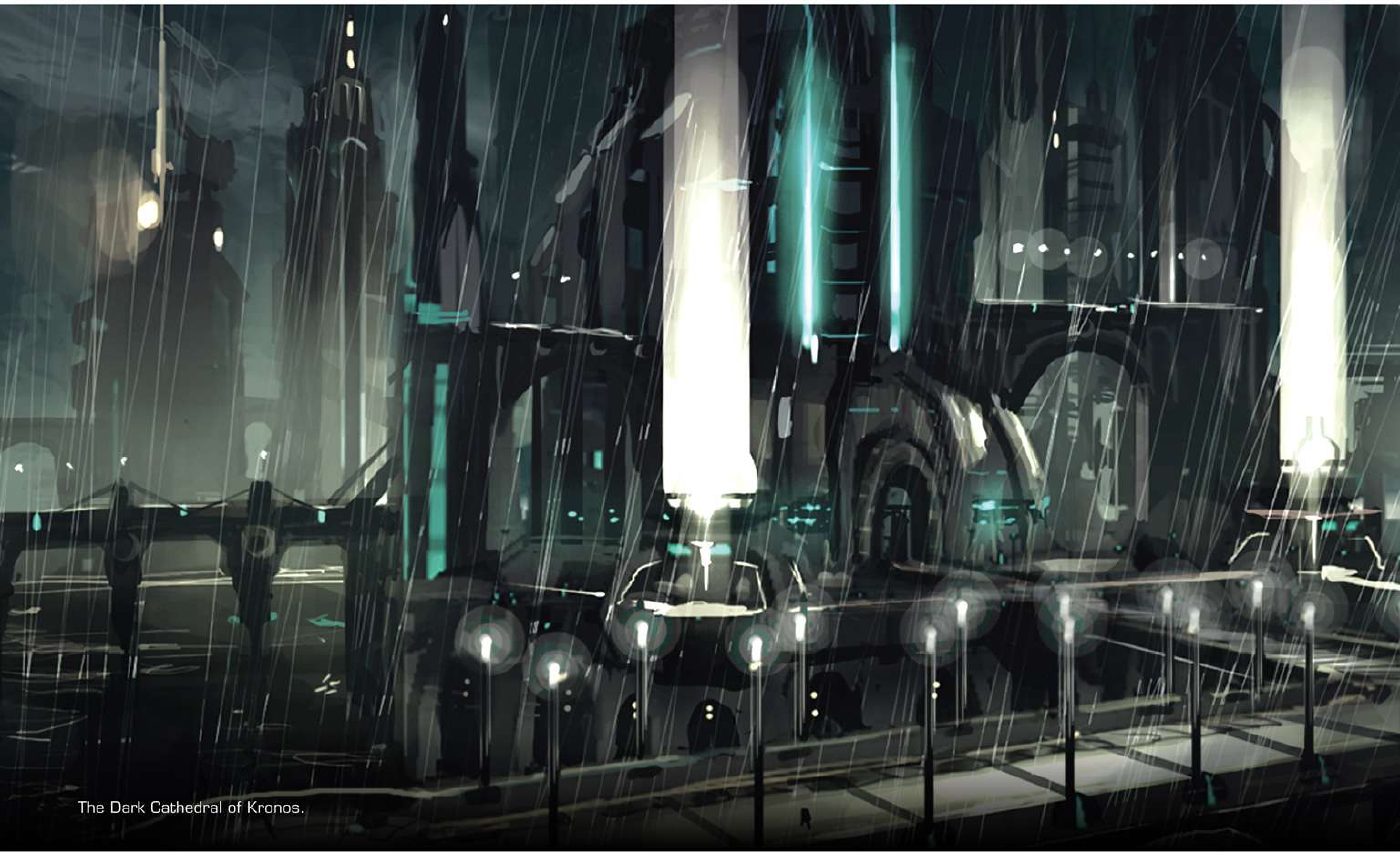
DREADZONE

Planets in *Ratchet: Deadlocked* took on the character of gladiator arenas with glaring footlights, deep shadows, and angular architecture. At the same time though they retained the “Tonka truck” shape logic of the *Ratchet* art style.

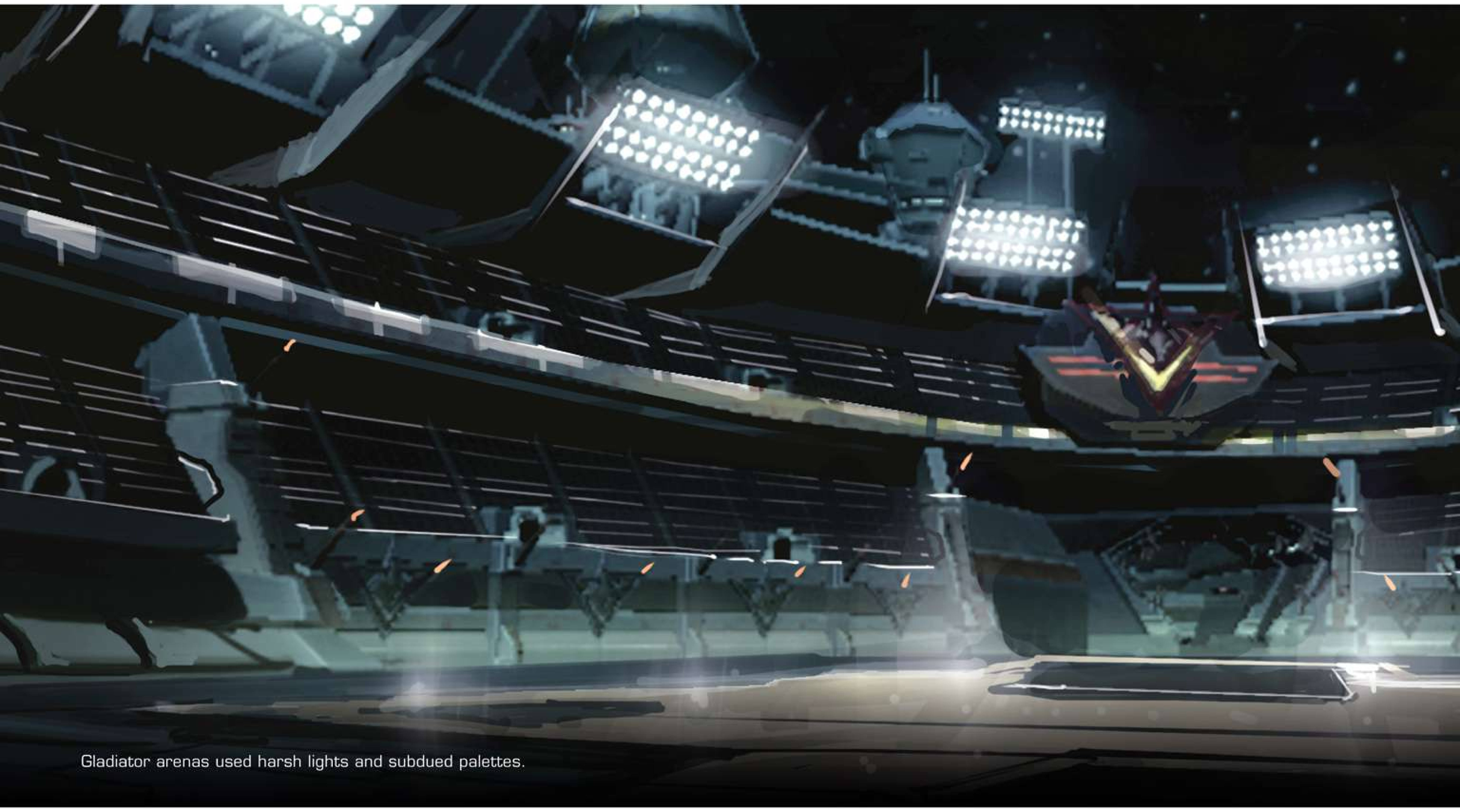

To TRAIN STATION
BROKEN MOBY COVER.
SOME BROKEN PIECES W/ INSET LAMPS.


LEVEL BOUNDARY CHASM
A - LARGER LIQUID CONTAINERS.
LVL BOUNDARY RUINS.
STRUCTURES.
A
A
FENCE
A
A
LEVEL BOUNDARY RUINS/ CLIFF

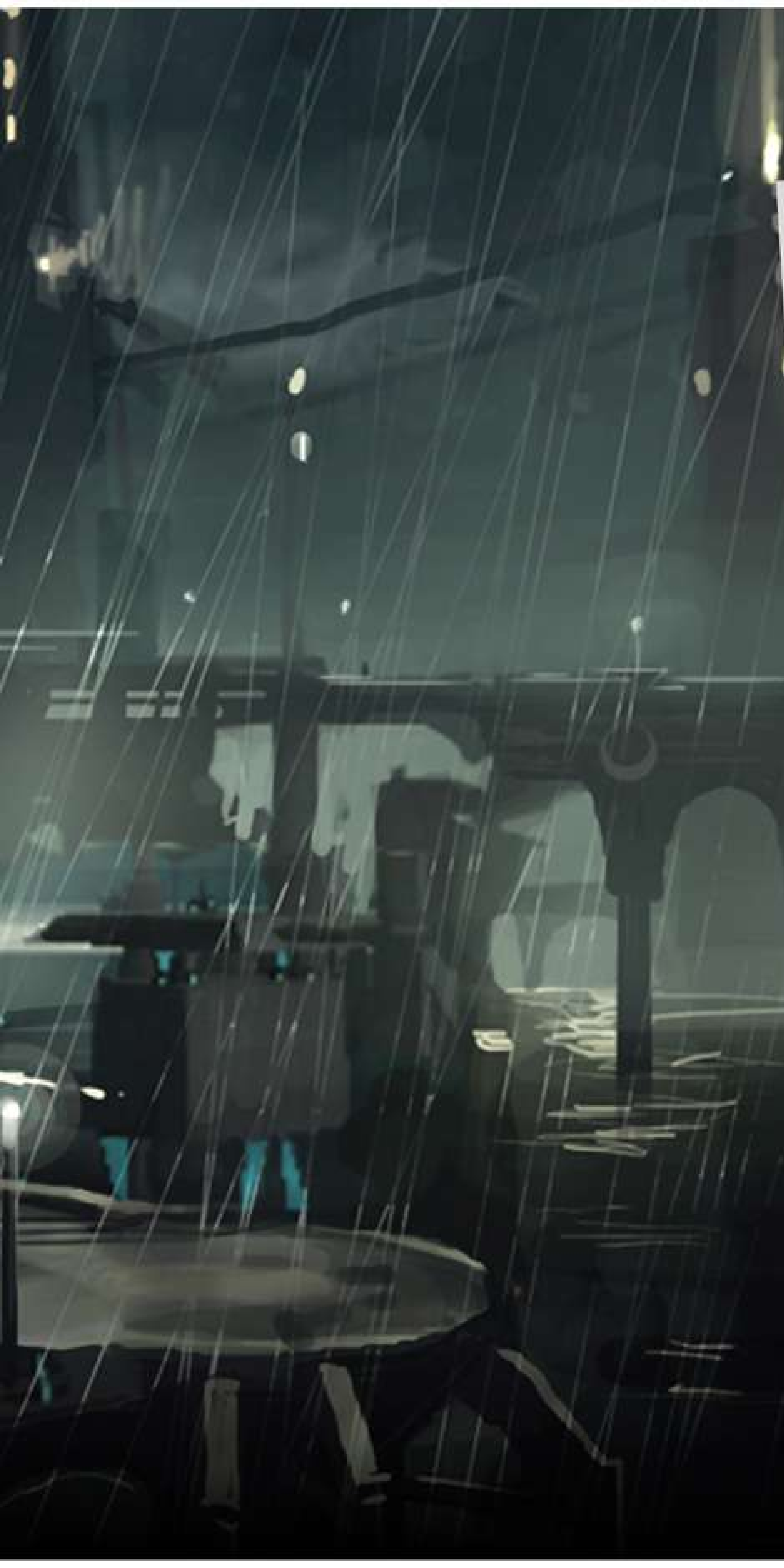
SPACE PLAN
Overhead schematics sat at the intersection of art and design—they designed the player path and the level composition.

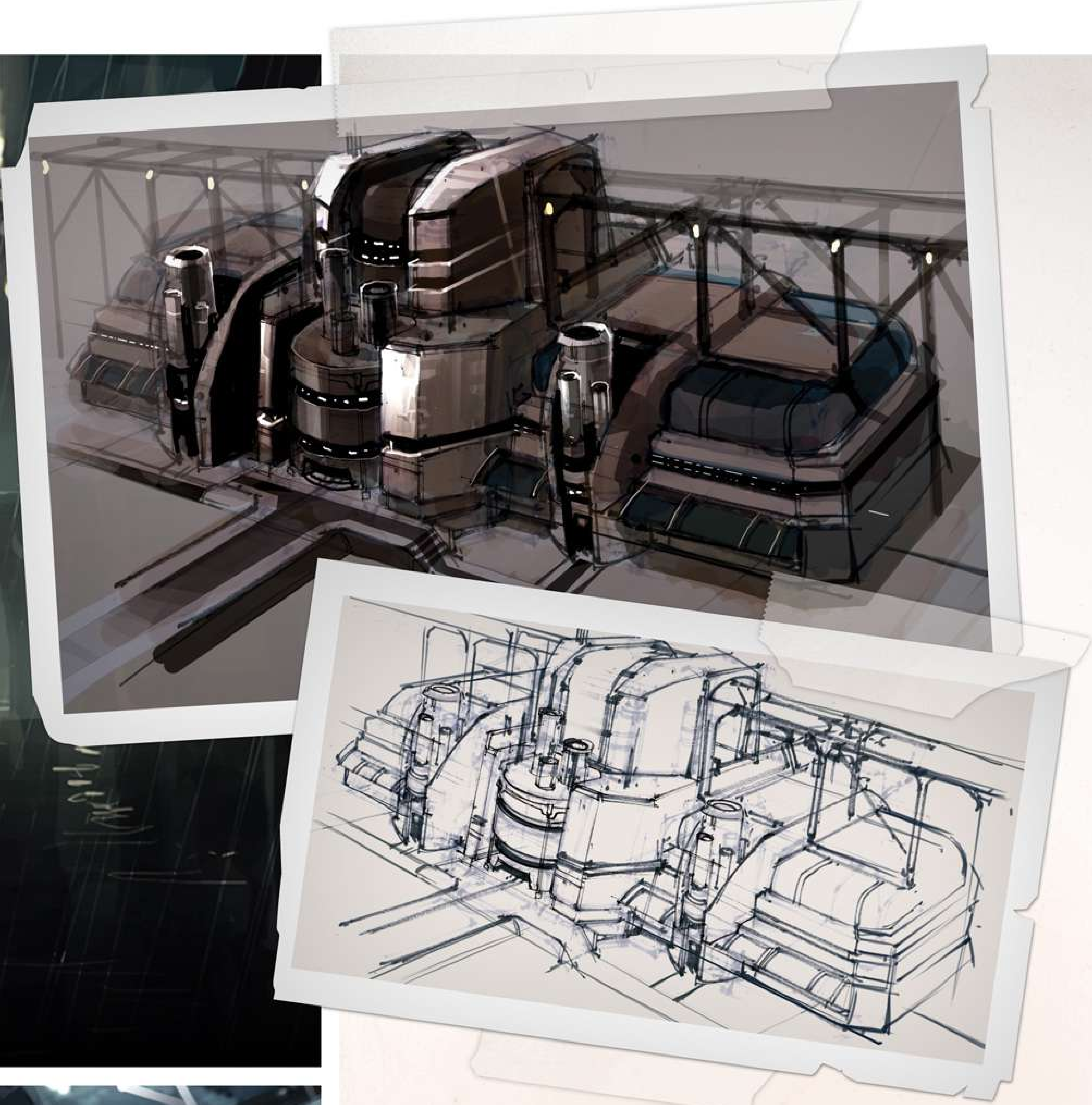


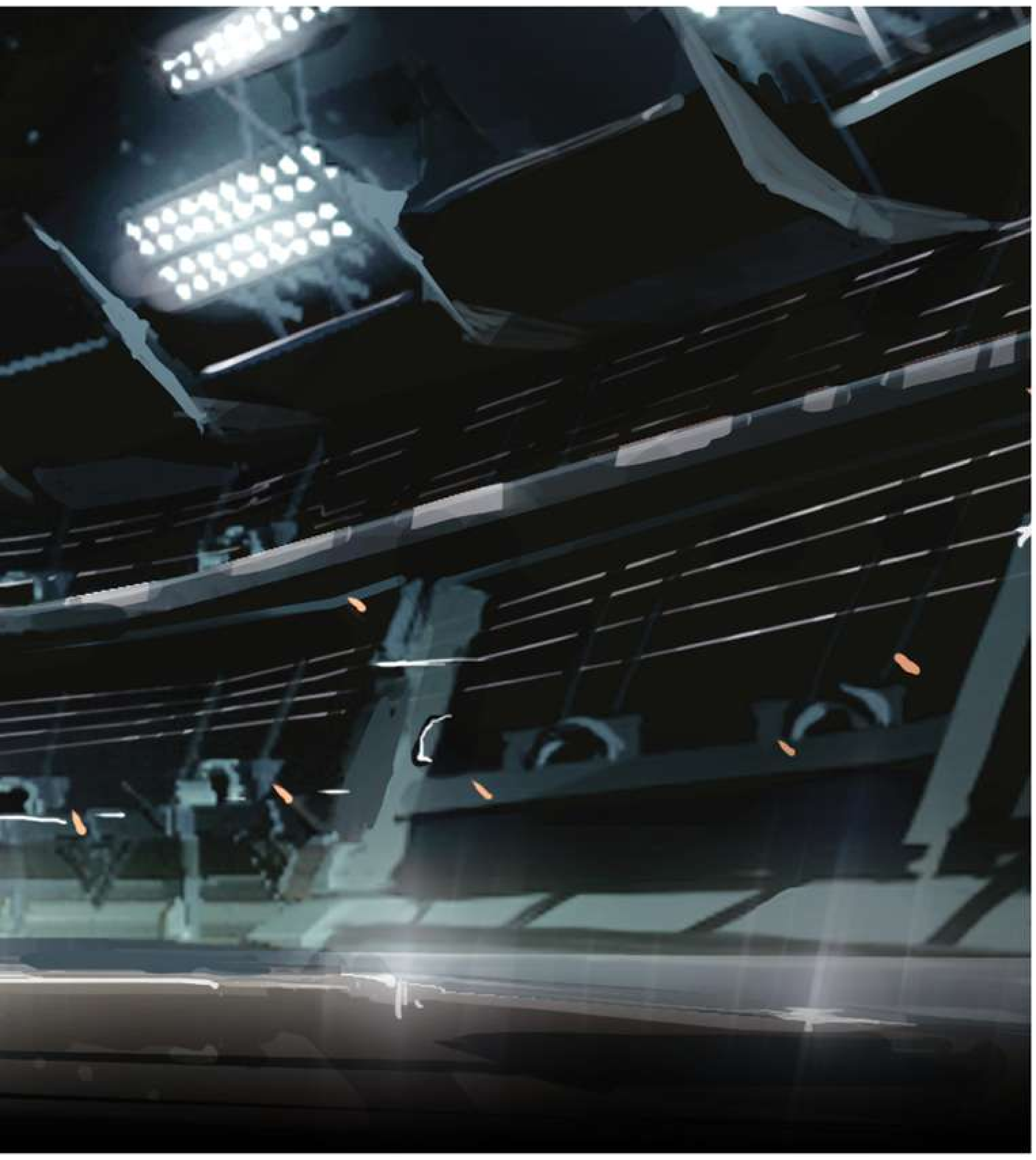
The Dark Cathedral of Kronos.

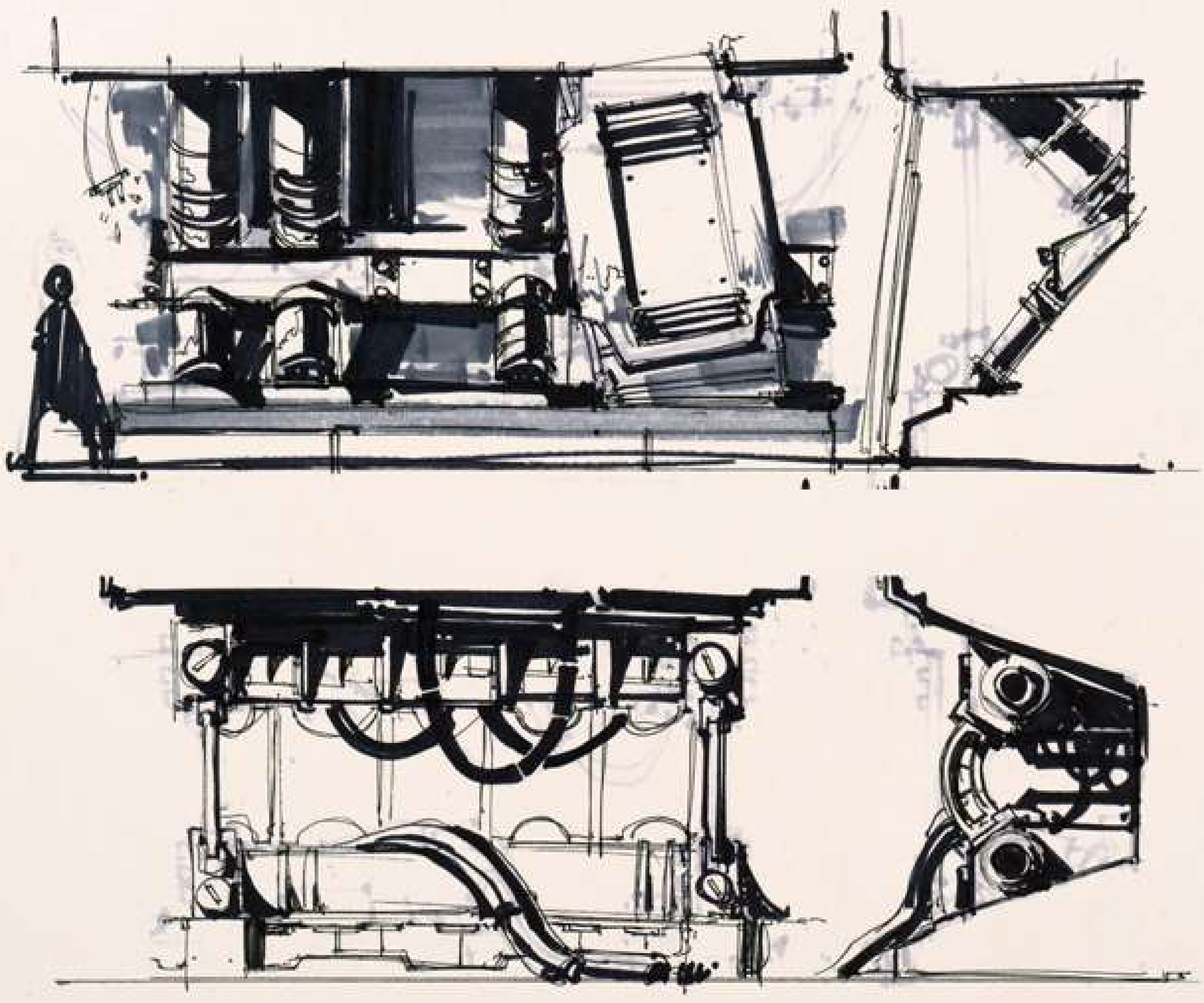


Gladiator arenas used harsh lights and subdued palettes.





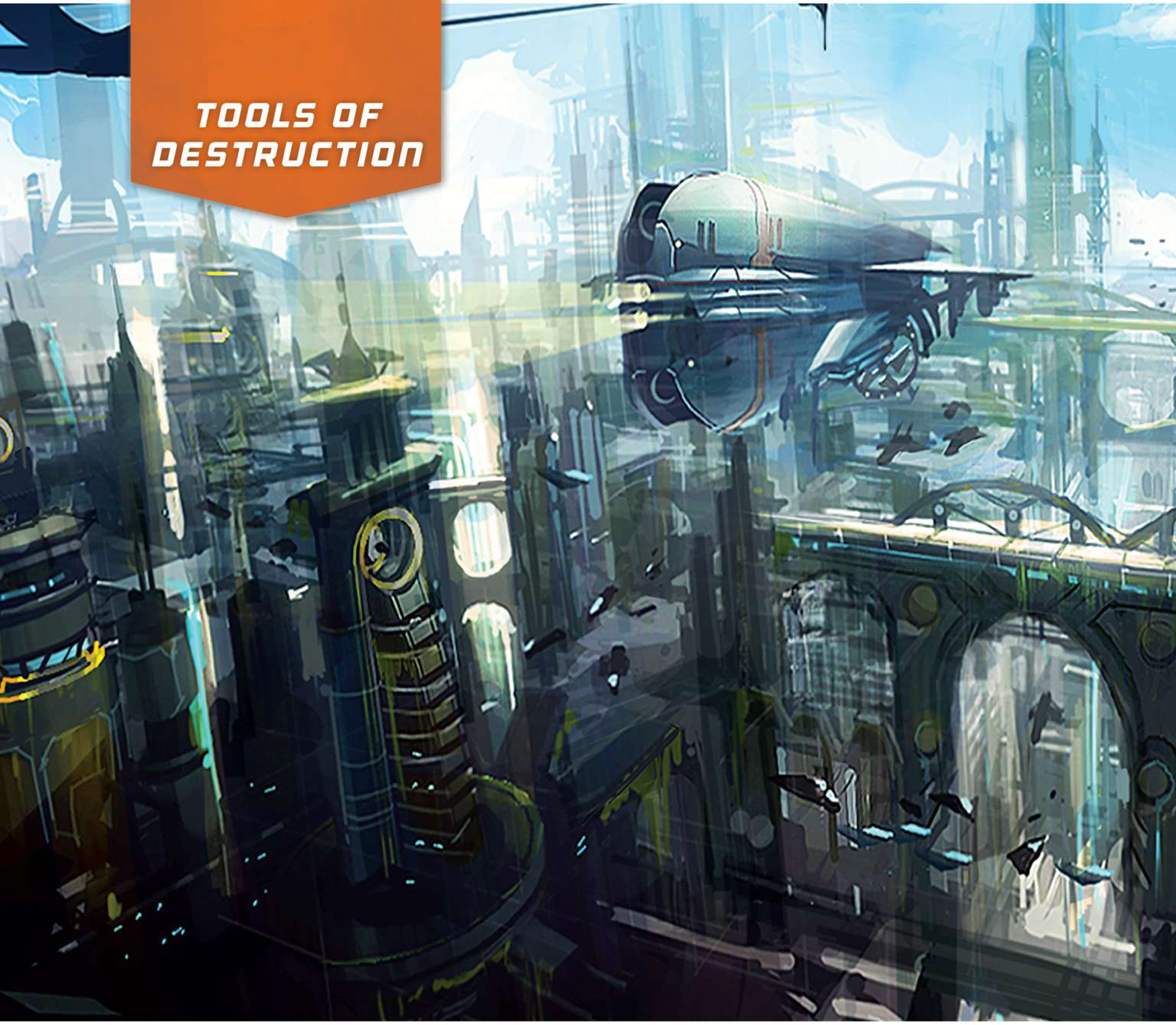


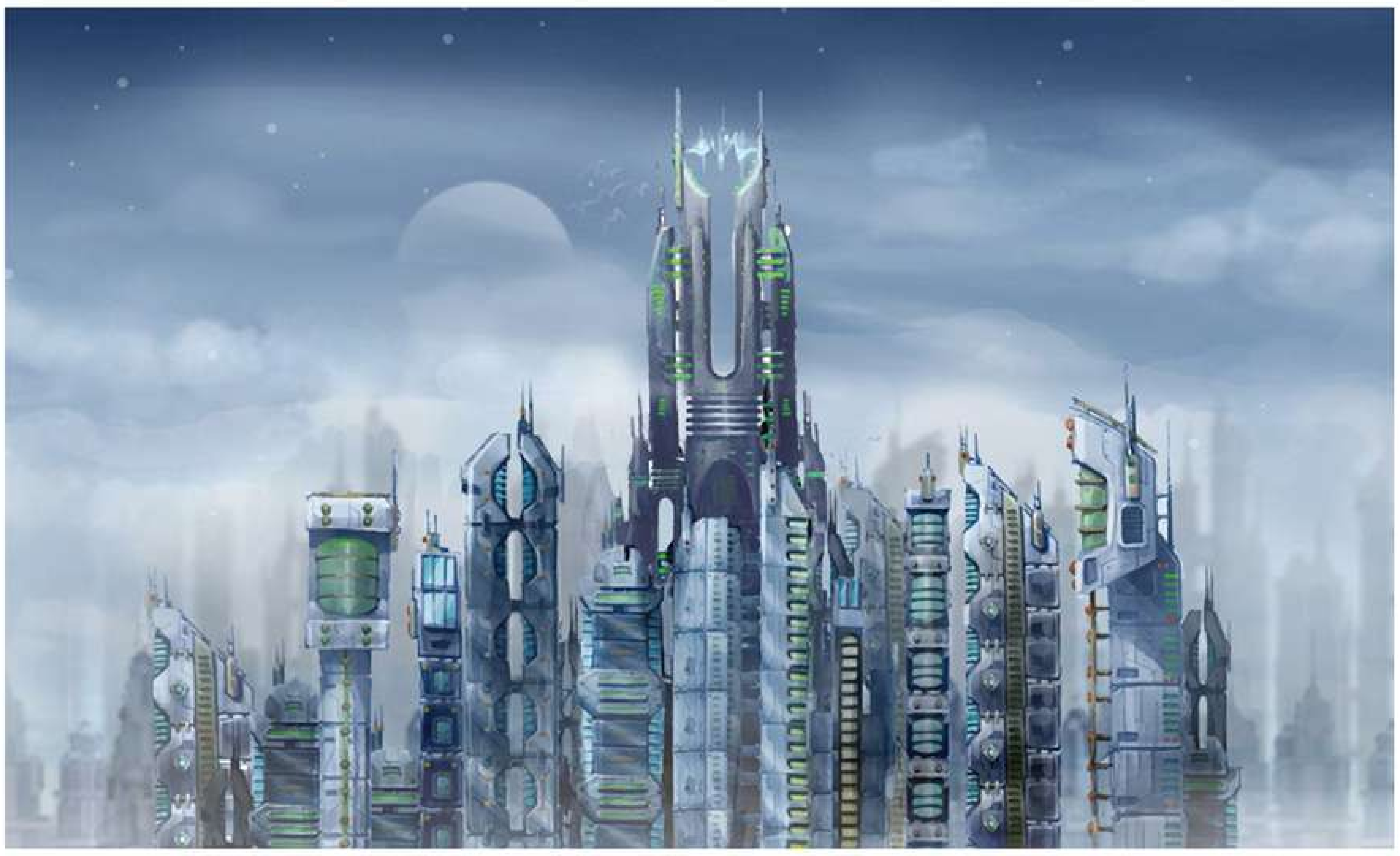


DARK CITY

We pushed ourselves to try new visual conventions for *Deadlocked*. Planets were moody and atmospheric, and structures were imposing and severe. The series' signature panels and rivets held everything together and kept it in Ratchet's universe.

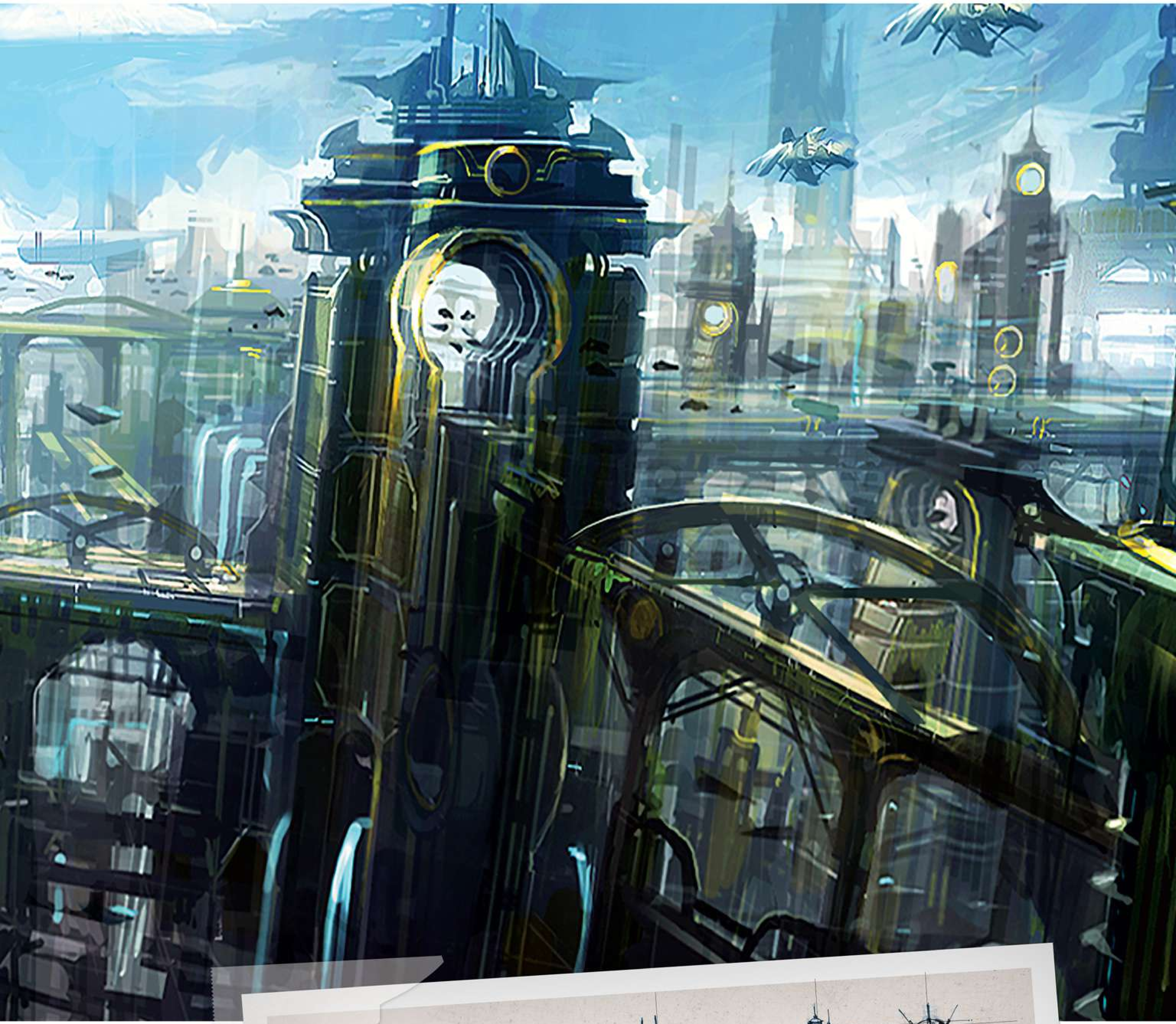
TOOLS OF DESTRUCTION

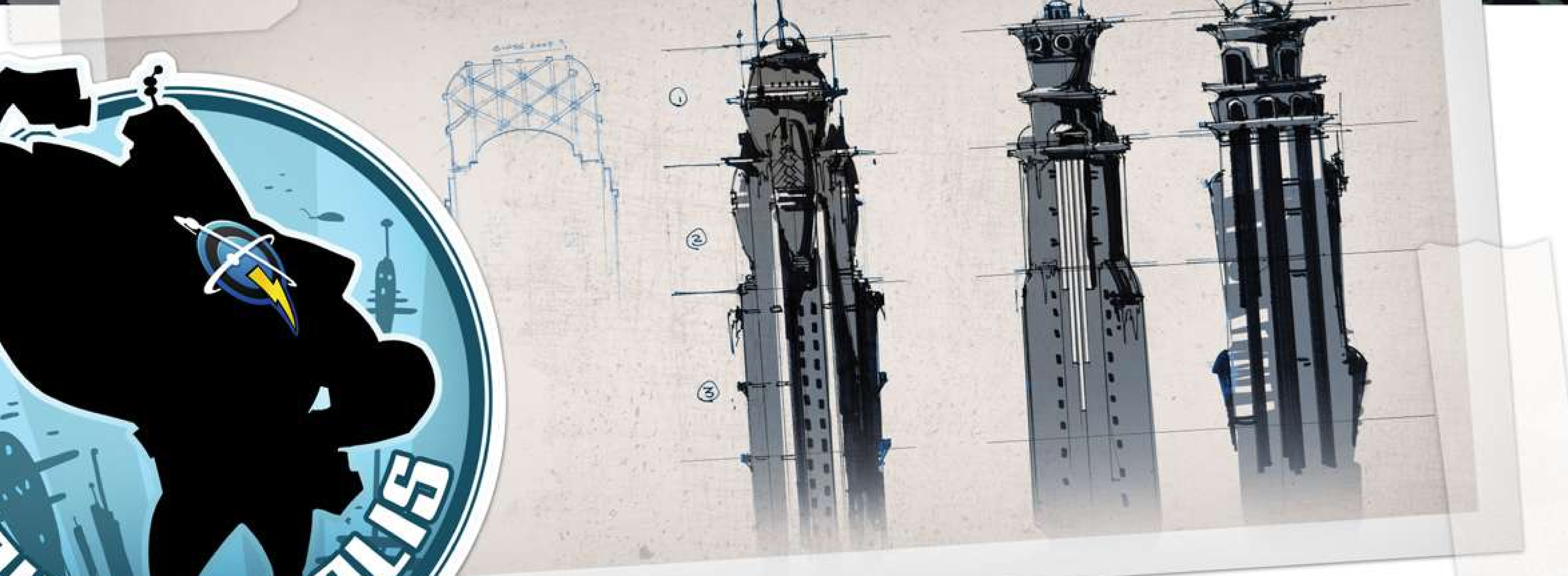




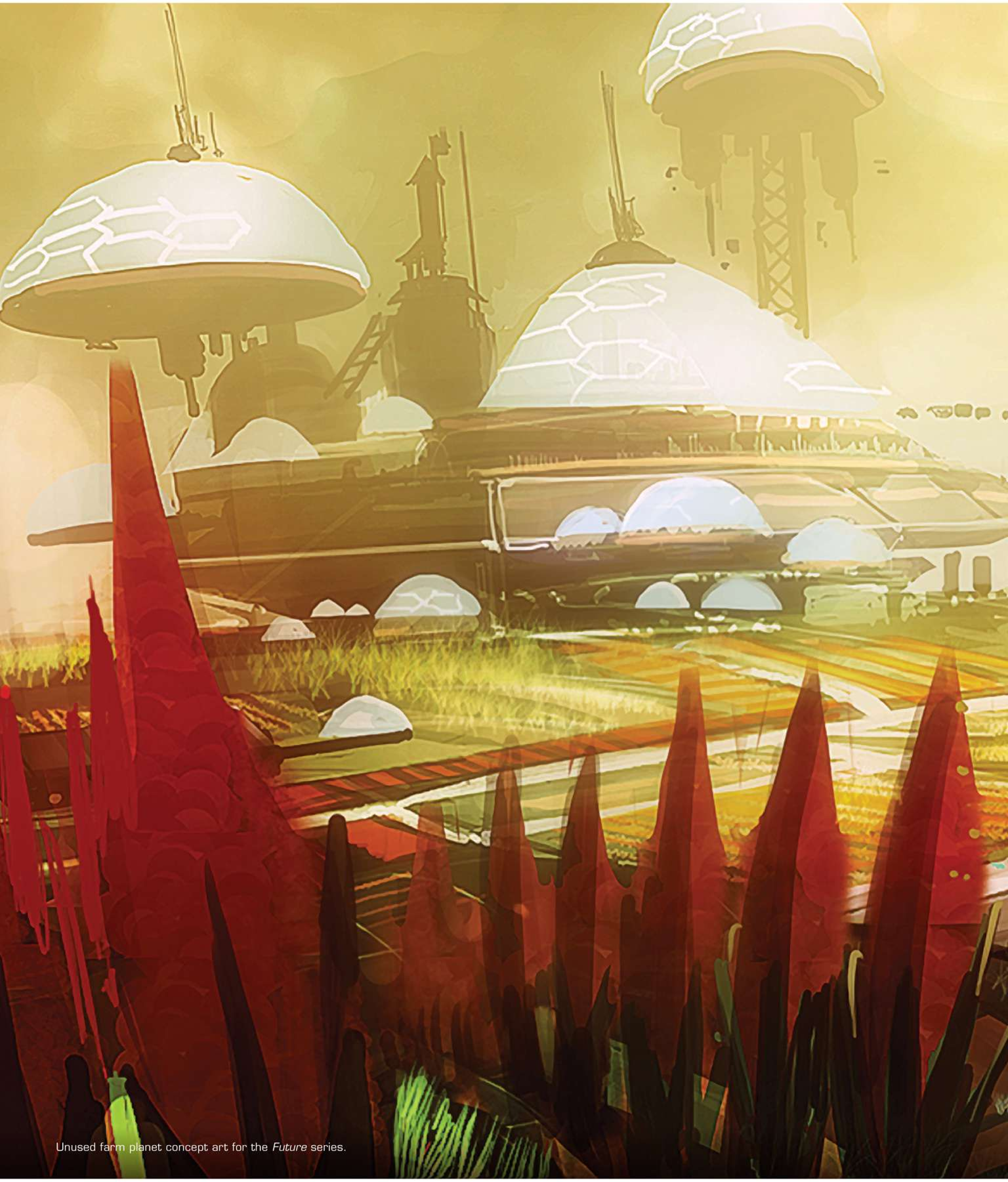
METROPOLIS

Metropolis concept art from *Tools of Destruction* and *Ratchet & Clank*.

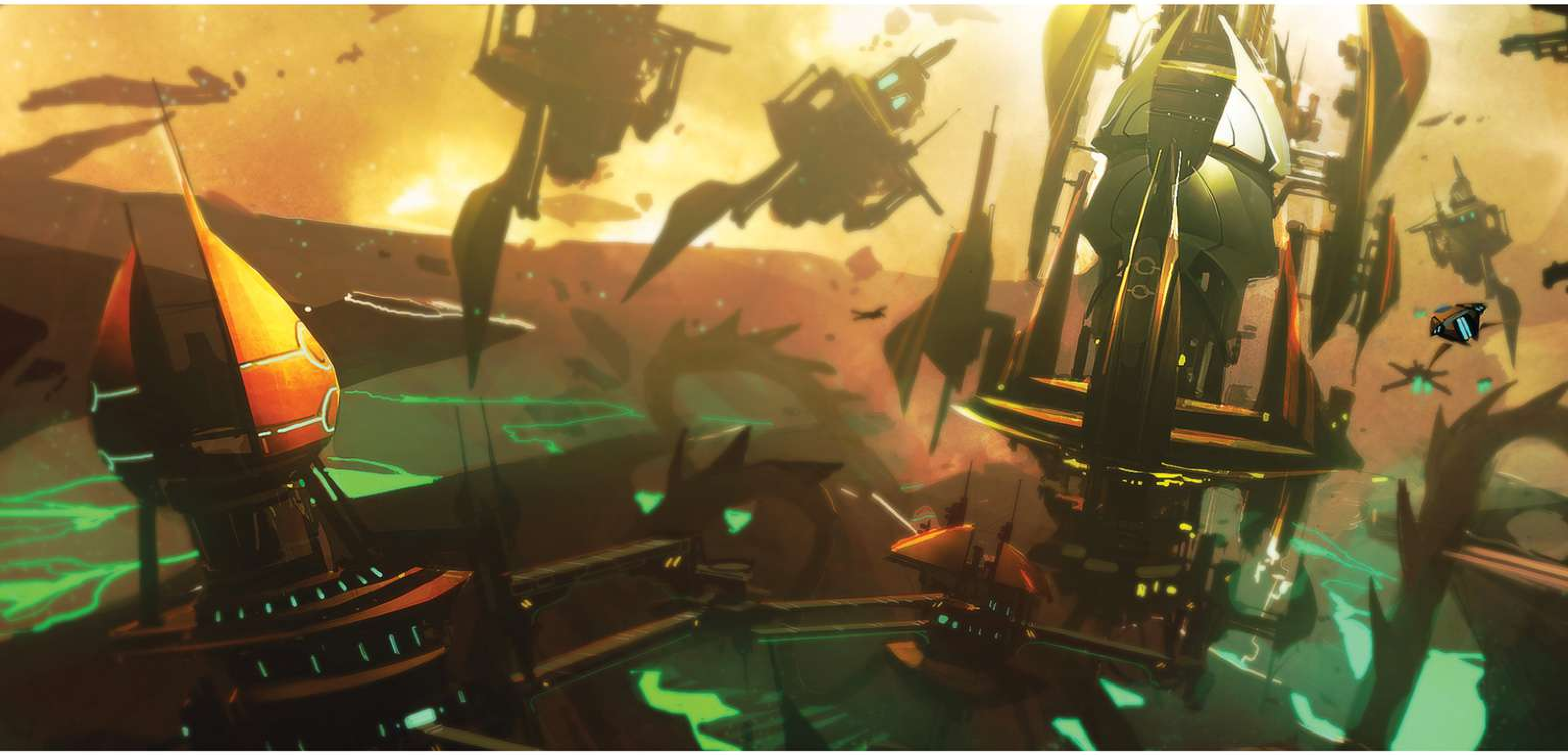


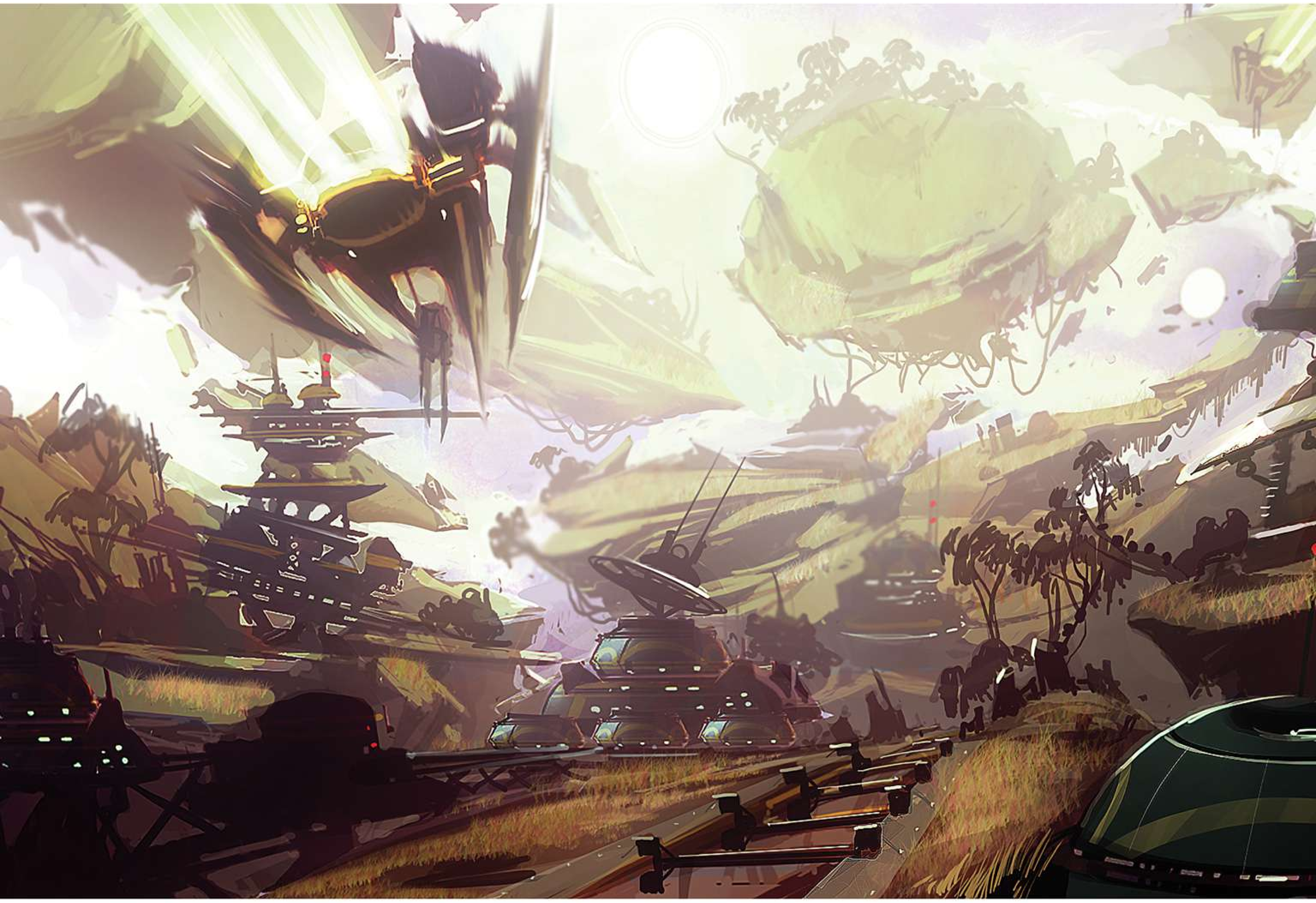


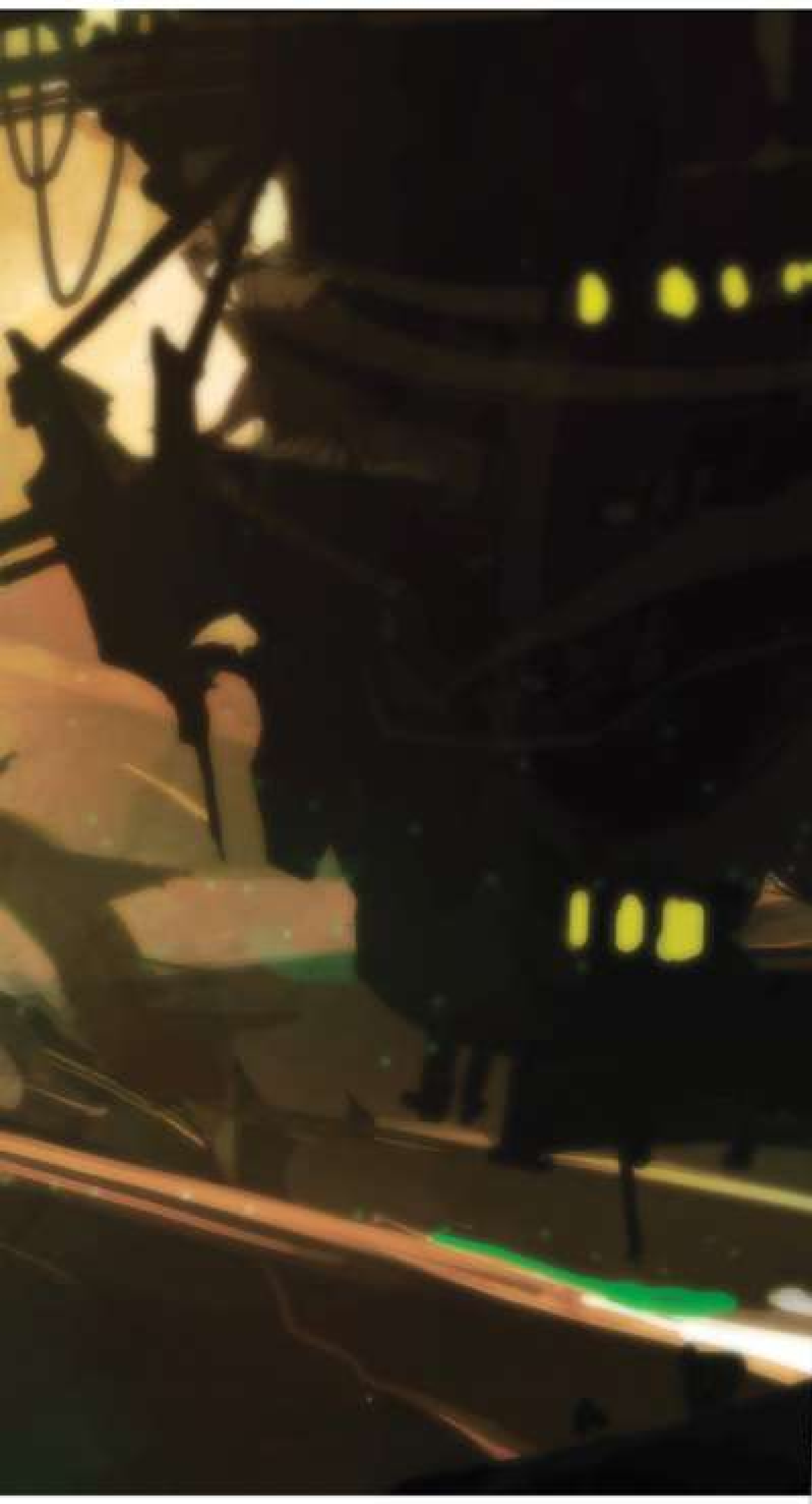
QWARKOPOLIS

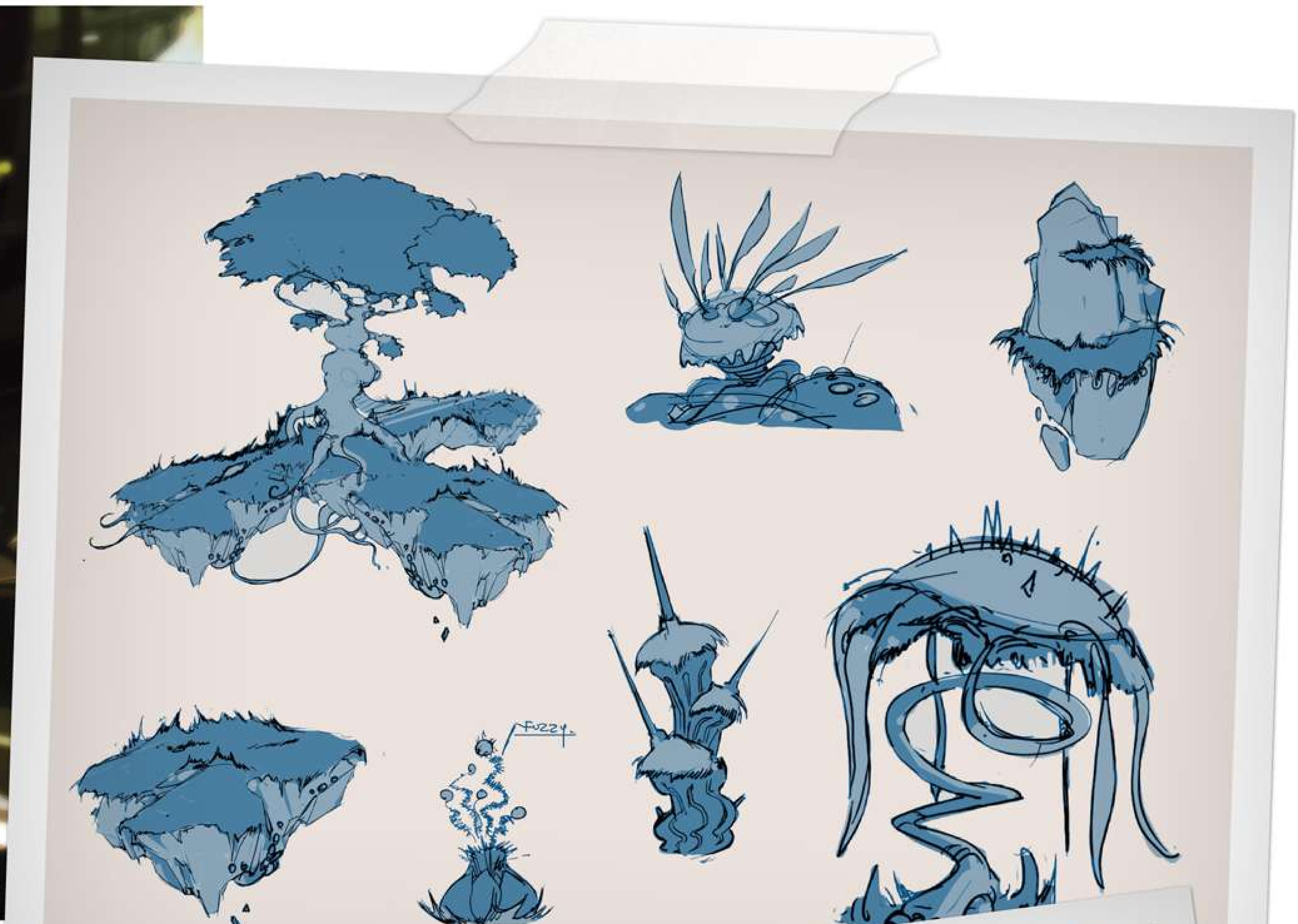


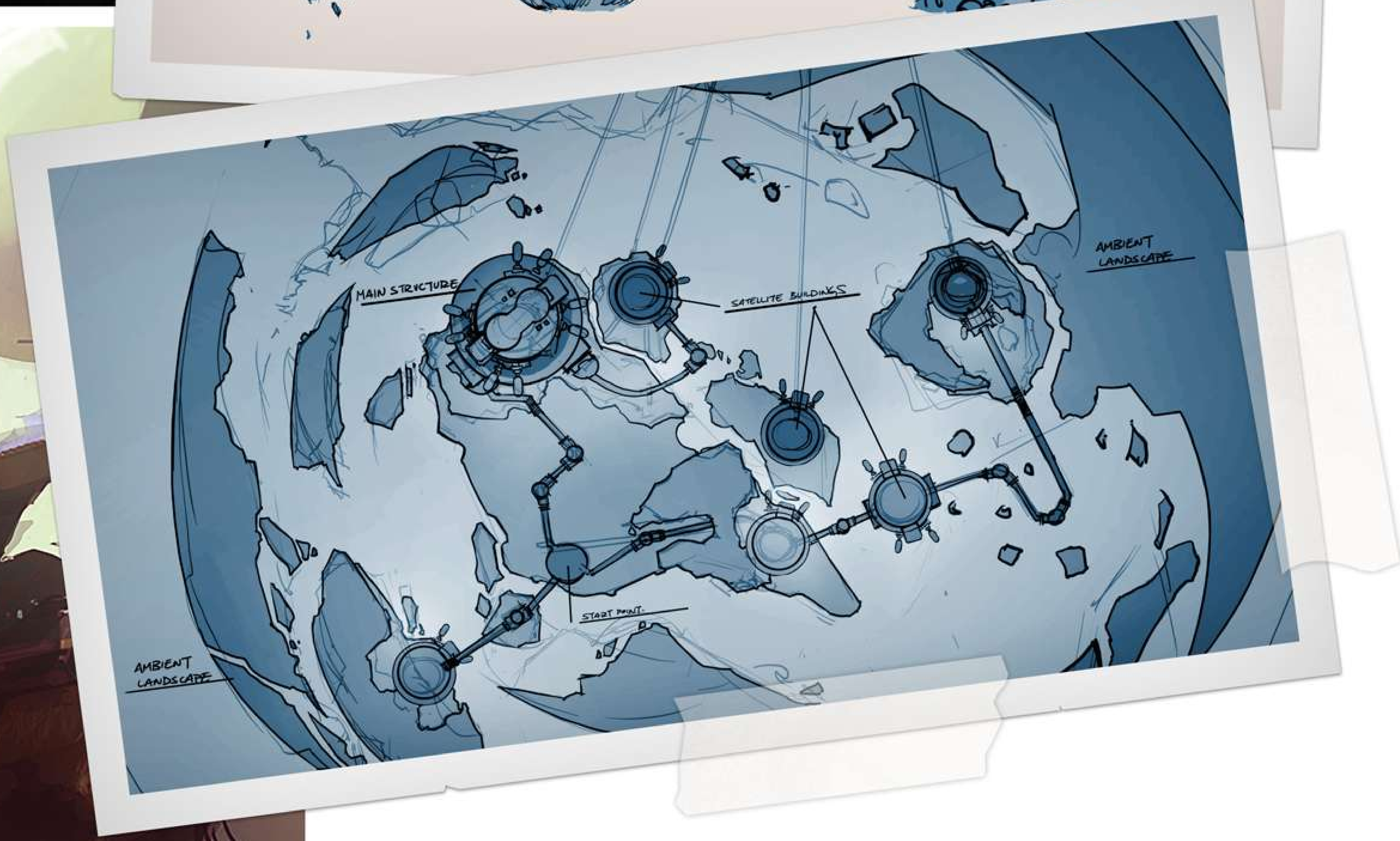
Unused farm planet concept art for the *Future* series.

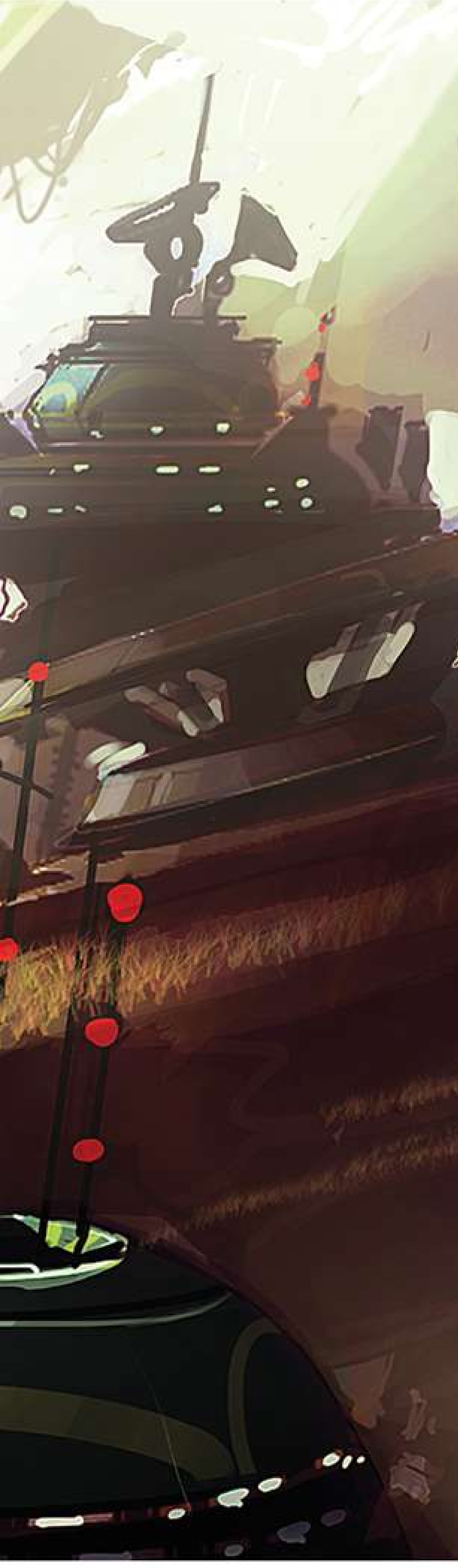








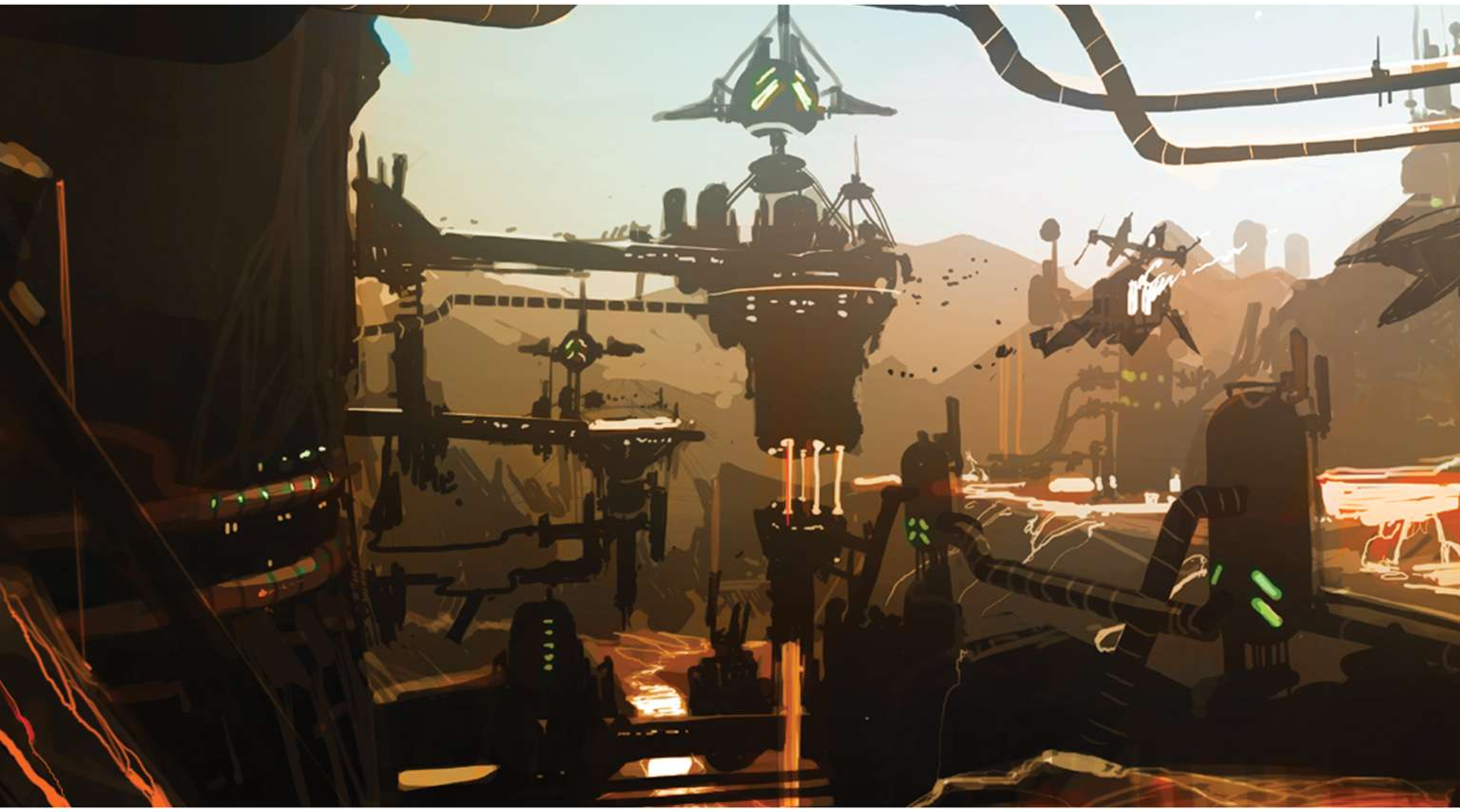

MAIN STRUCTURE
SATELLITE BUILDINGS
AMBIENT LANDSCAPE
START POINT
AMBIENT LANDSCAPE

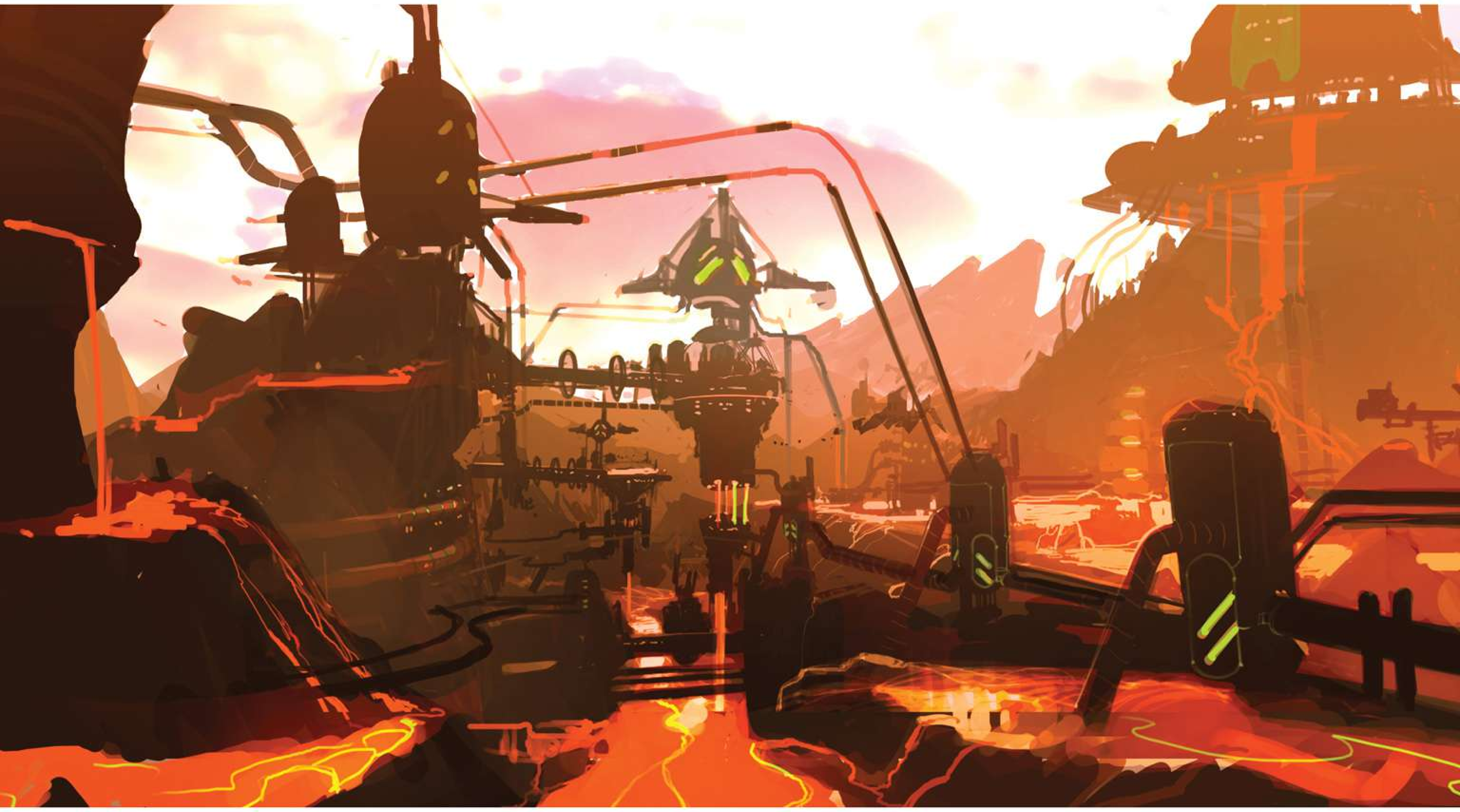


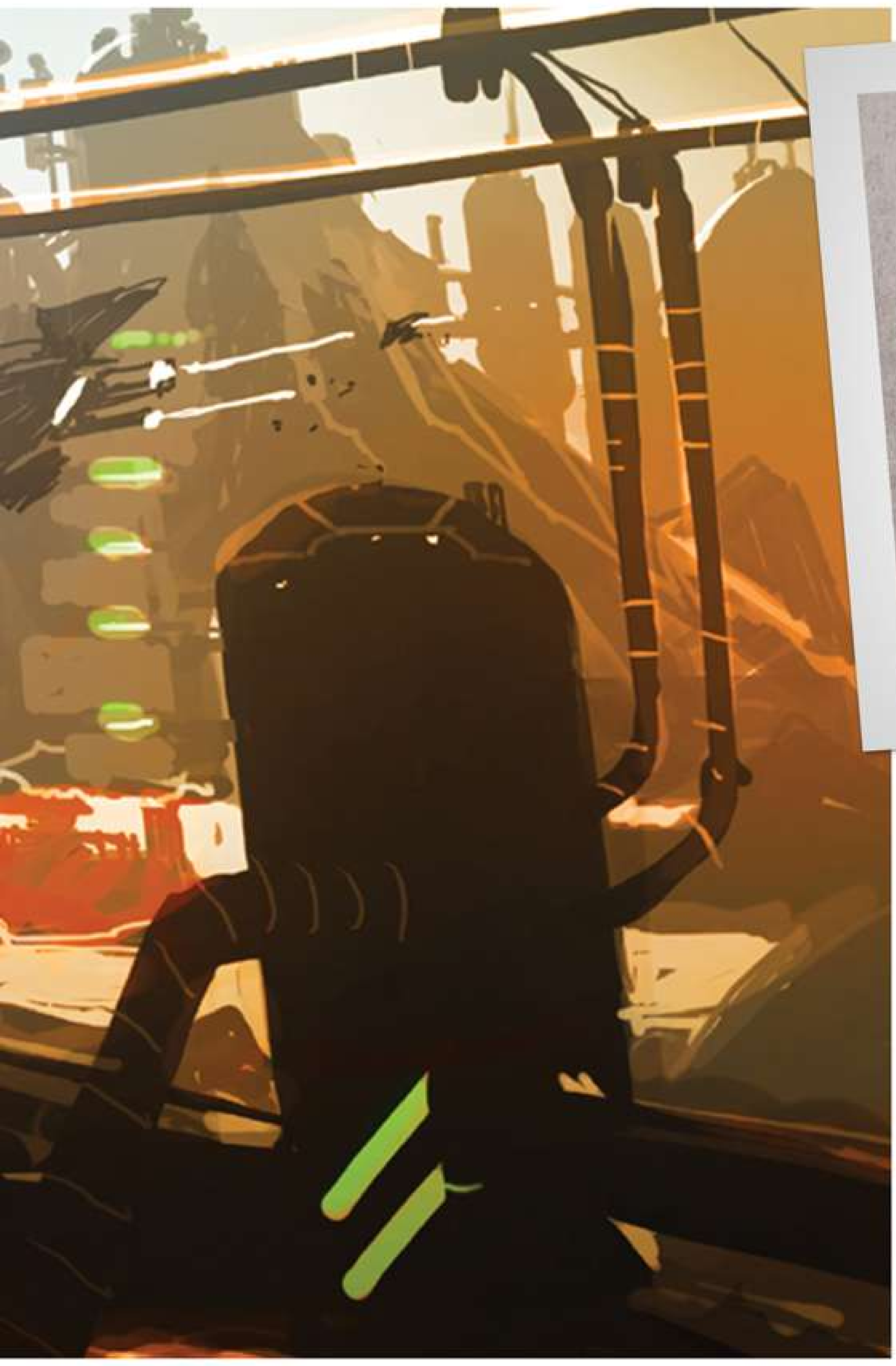
REUTILIZATION OF CONCEPTS

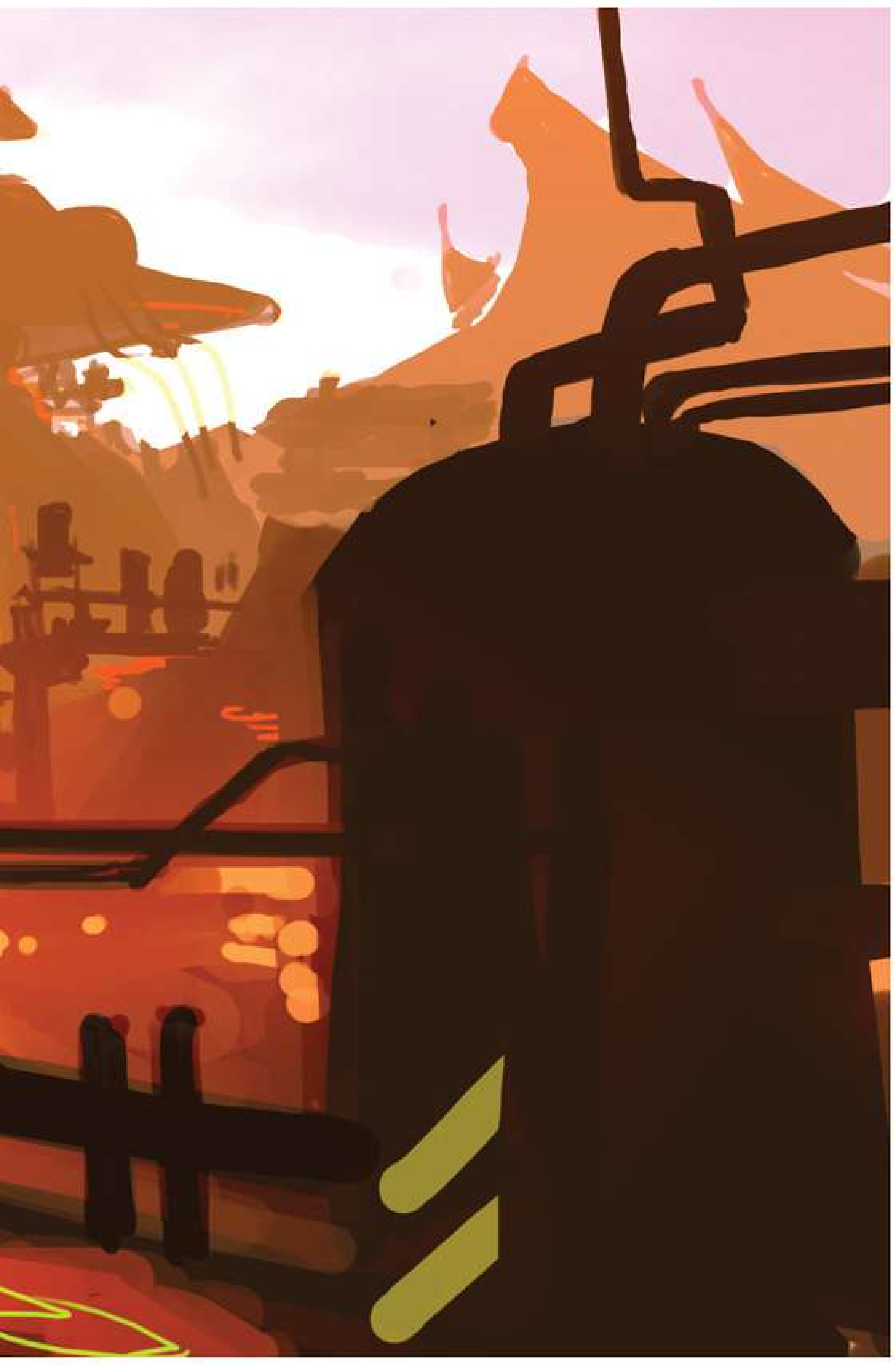
These early concepts from the late PS2 and early PS3 timeframe were not used for the *Future* series. However, many concepts created by Insomniac are saved and can be reutilized later on.

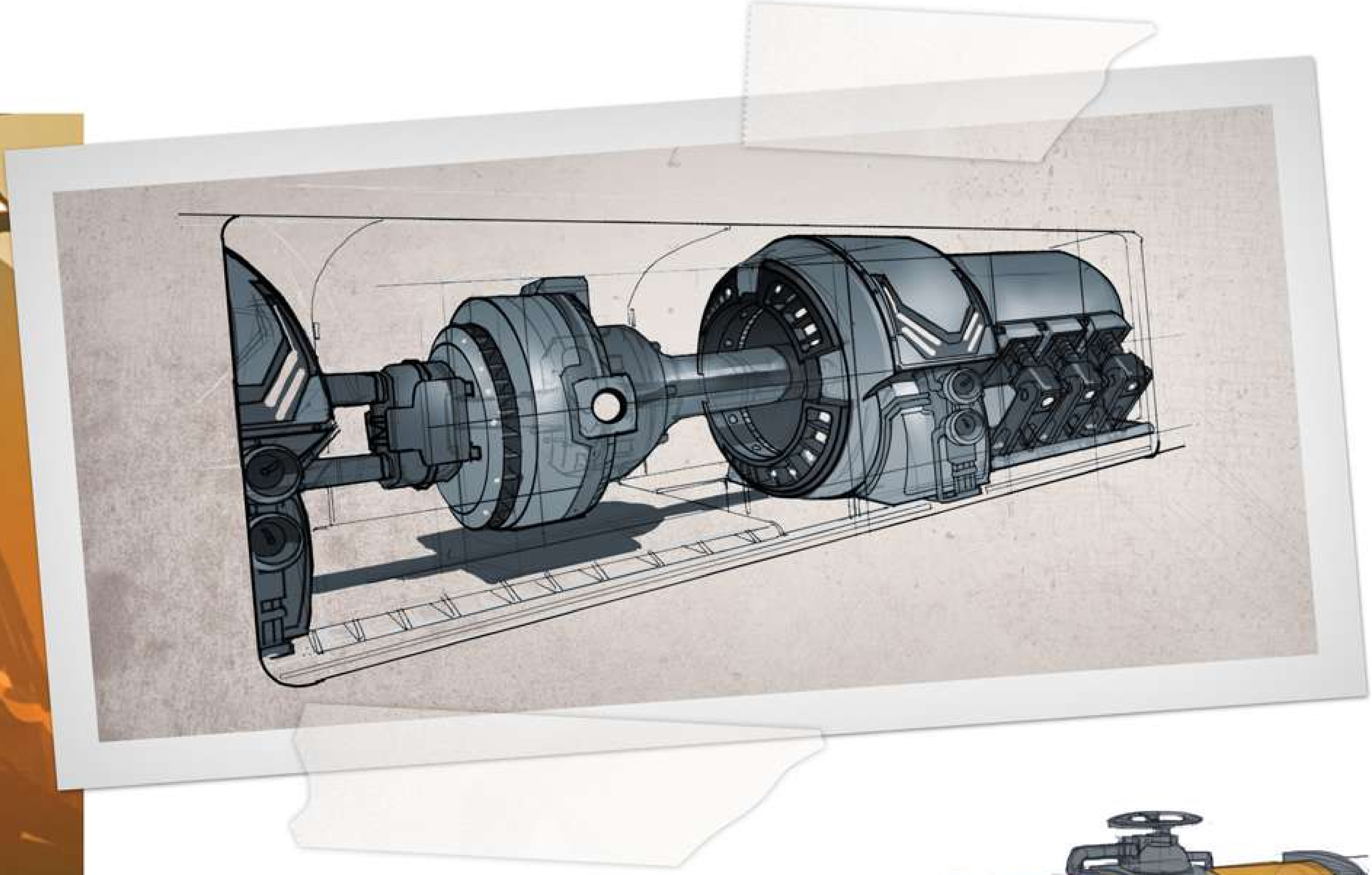
Many elements of the planet depicted on the lower left returned for the Aldaros Plains in *Ratchet & Clank: All 4 One*.

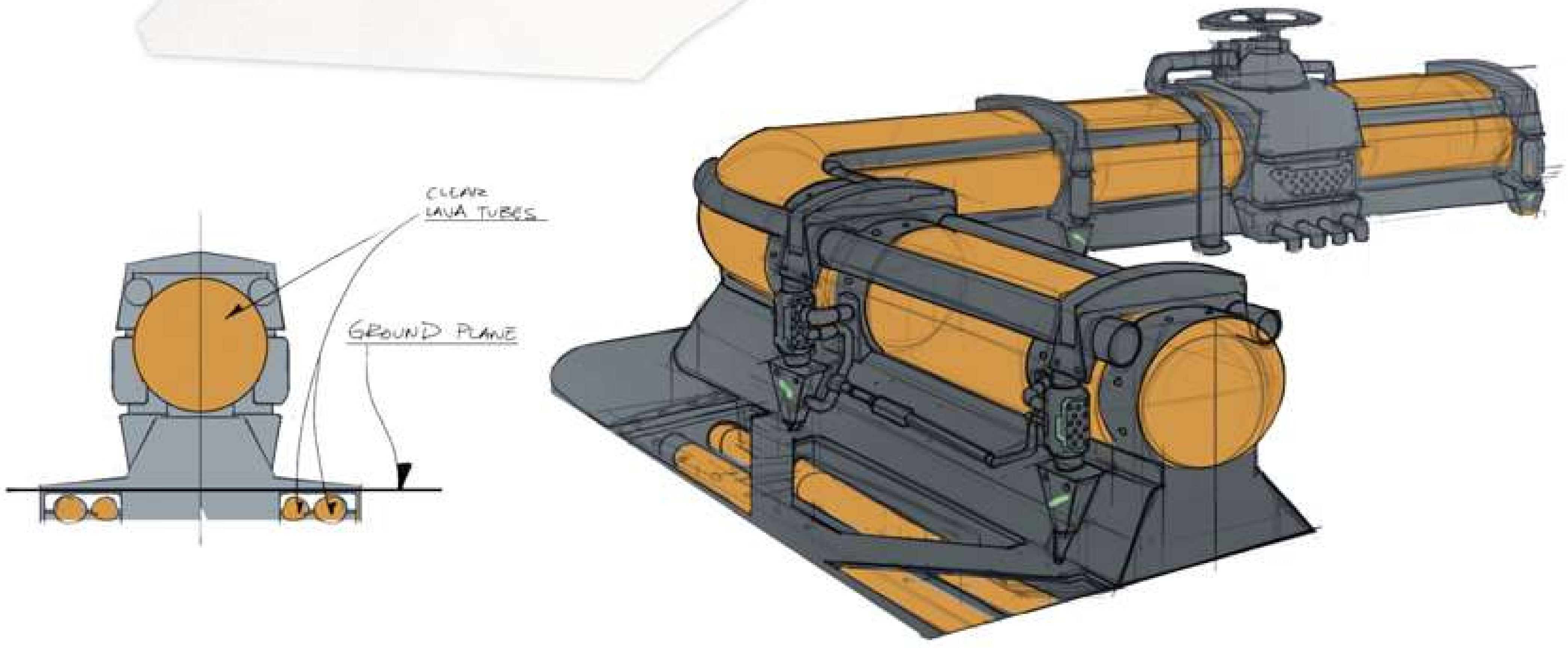


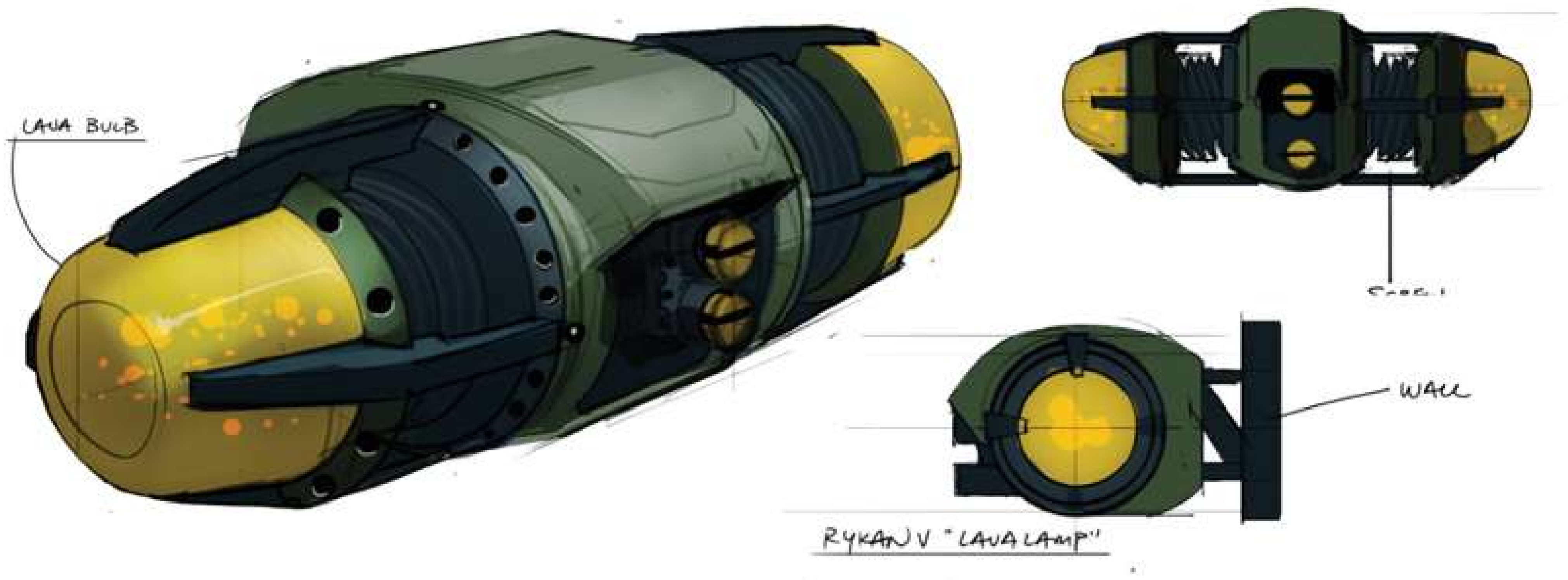


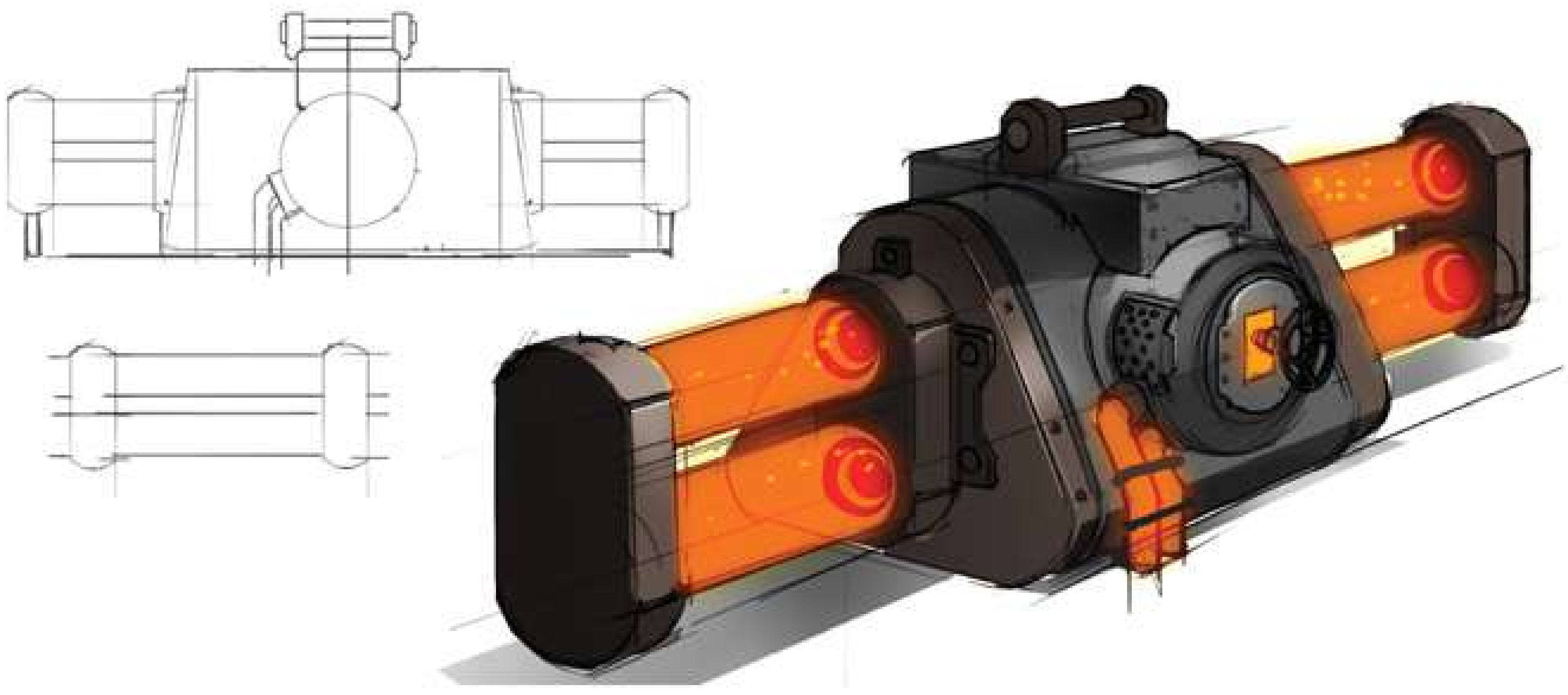







CLEAR LAVA TUBES
GROUND PLANE

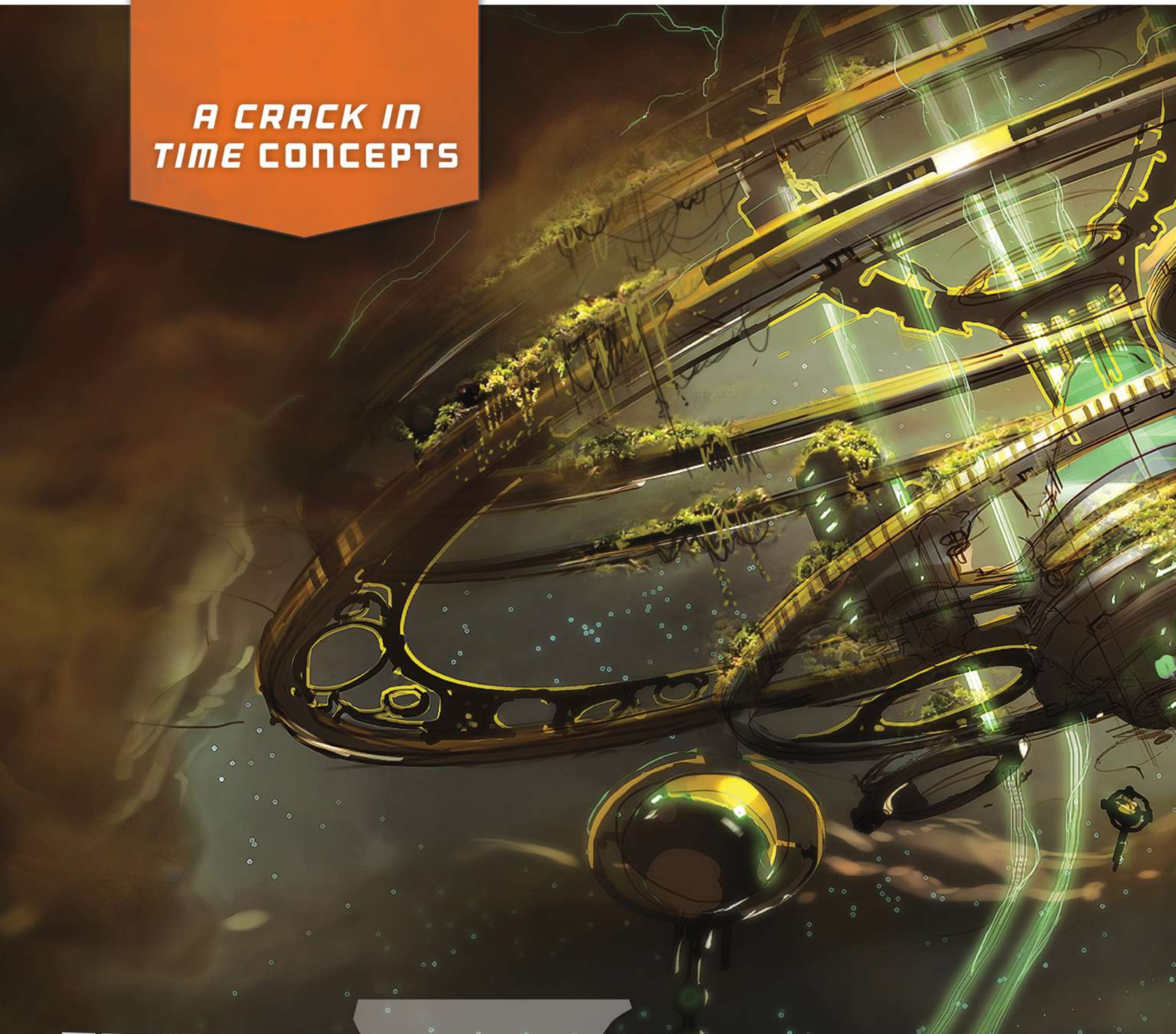

LAVA BULB
WALL
RYKAN V "LAVA LAMP"



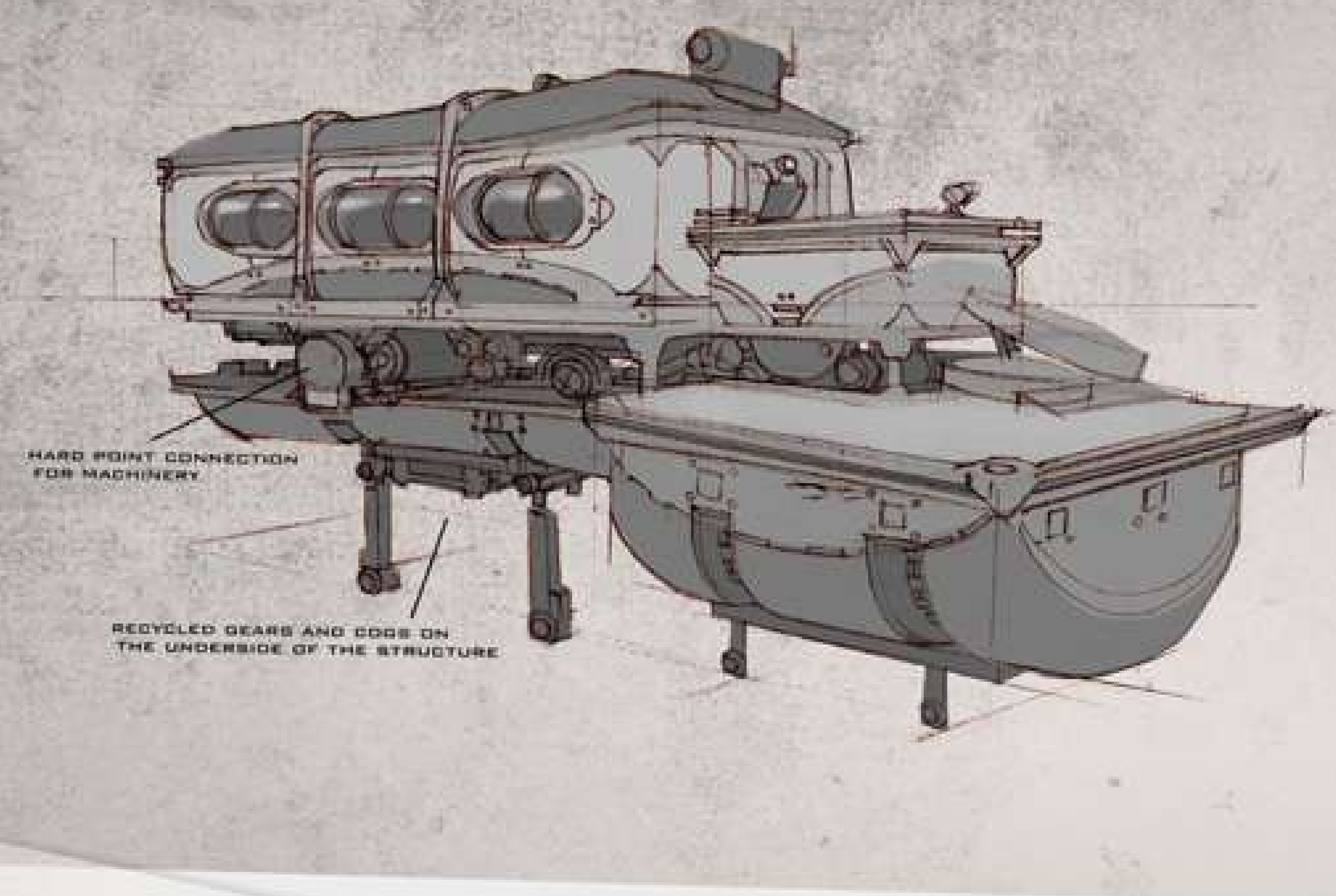
RYKAN V

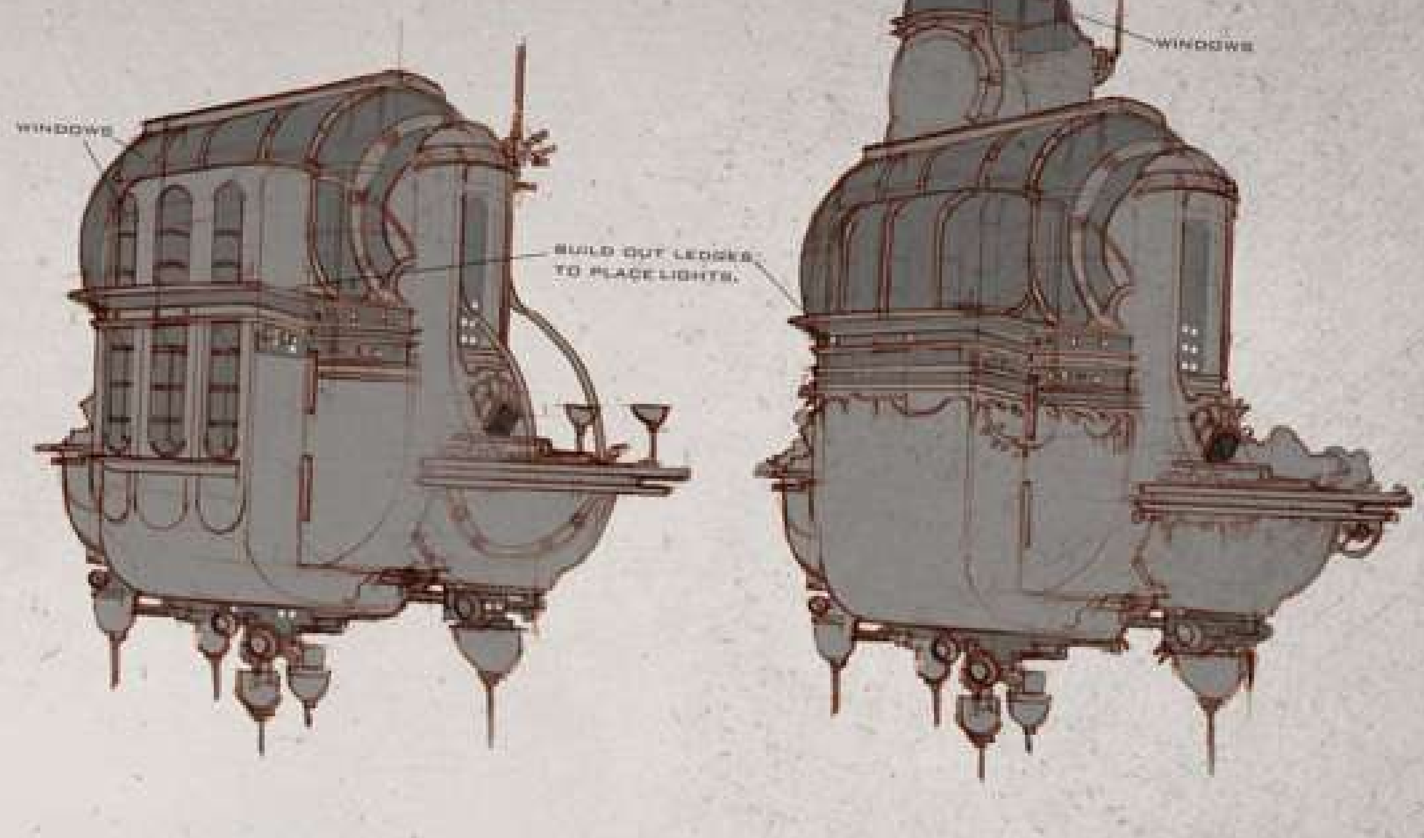
Lava planets! We made a lot of them, but we were always looking for a twist. *Tools of Destruction*'s Rykan V treated red-hot lava like a precious resource that rushed down lavafalls, flowed through pipes, and collected in pools.

A CRACK IN TIME CONCEPTS

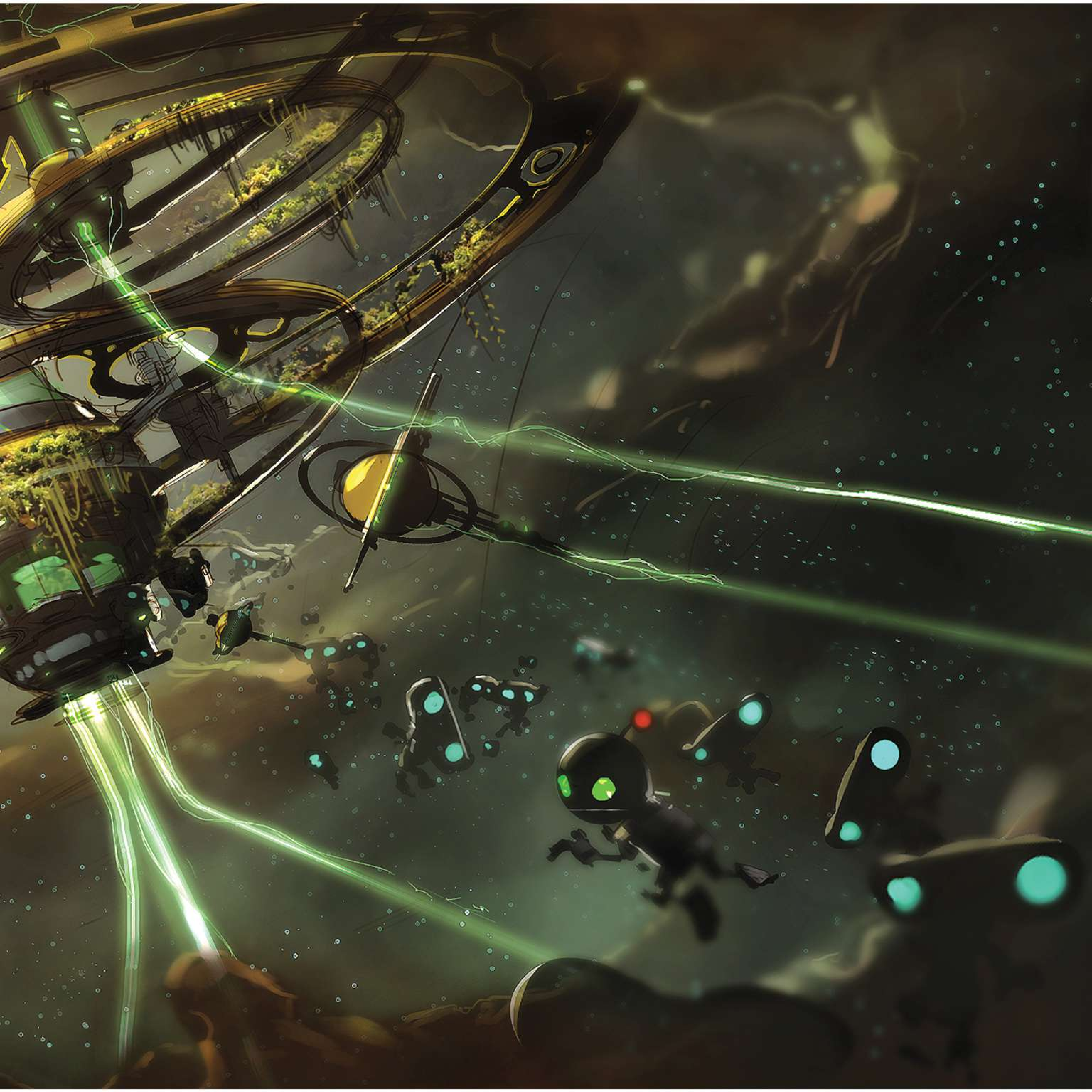


LANDING PLATFORM CONCEPT


HARD POINT CONNECTION FOR MACHINERY
RECYCLED GEARS AND COGS ON THE UNDERSIDE OF THE STRUCTURE

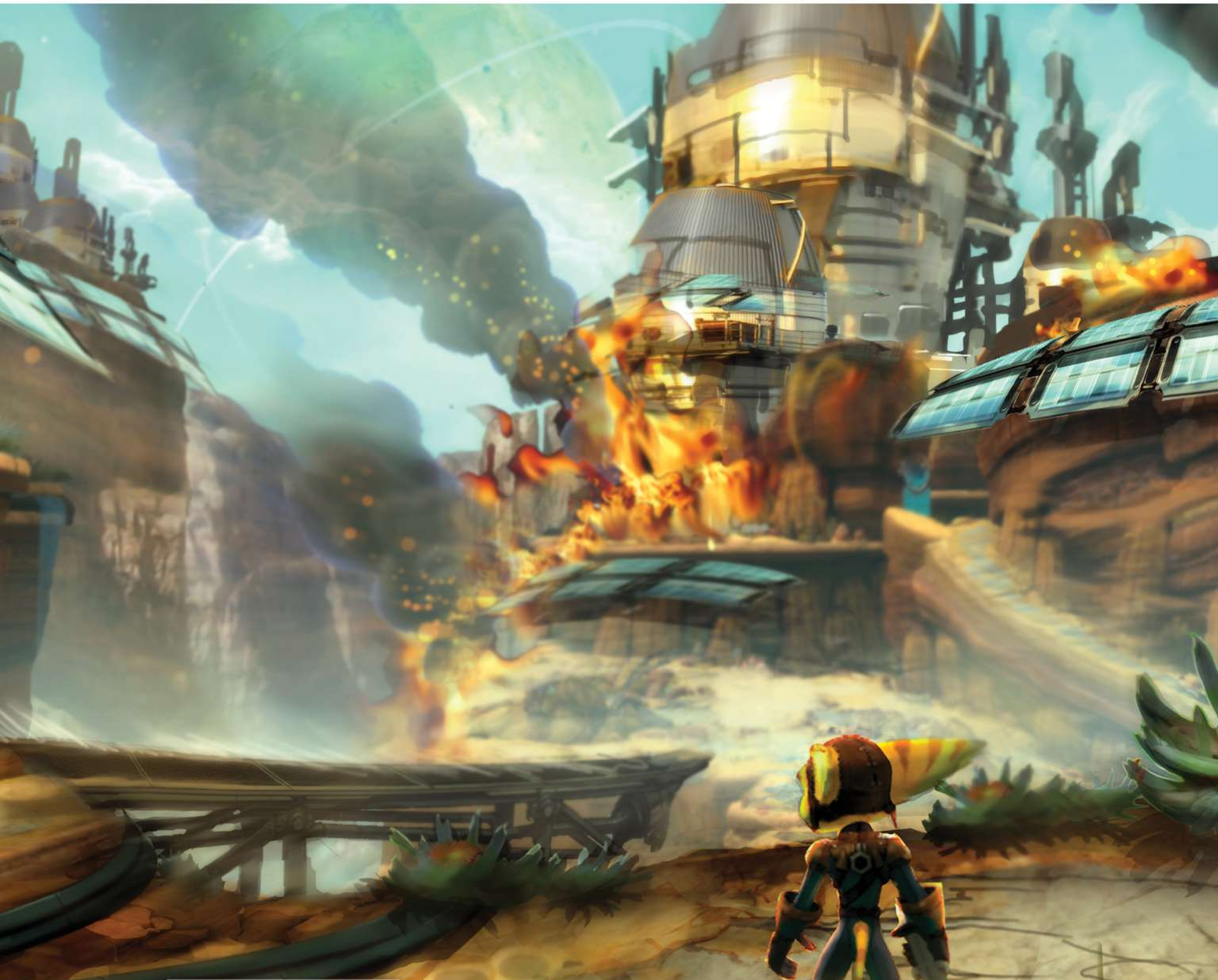

WINDOWS
BUILD OUT LEDGES TO PLACE LIGHTS.
WINDOWS

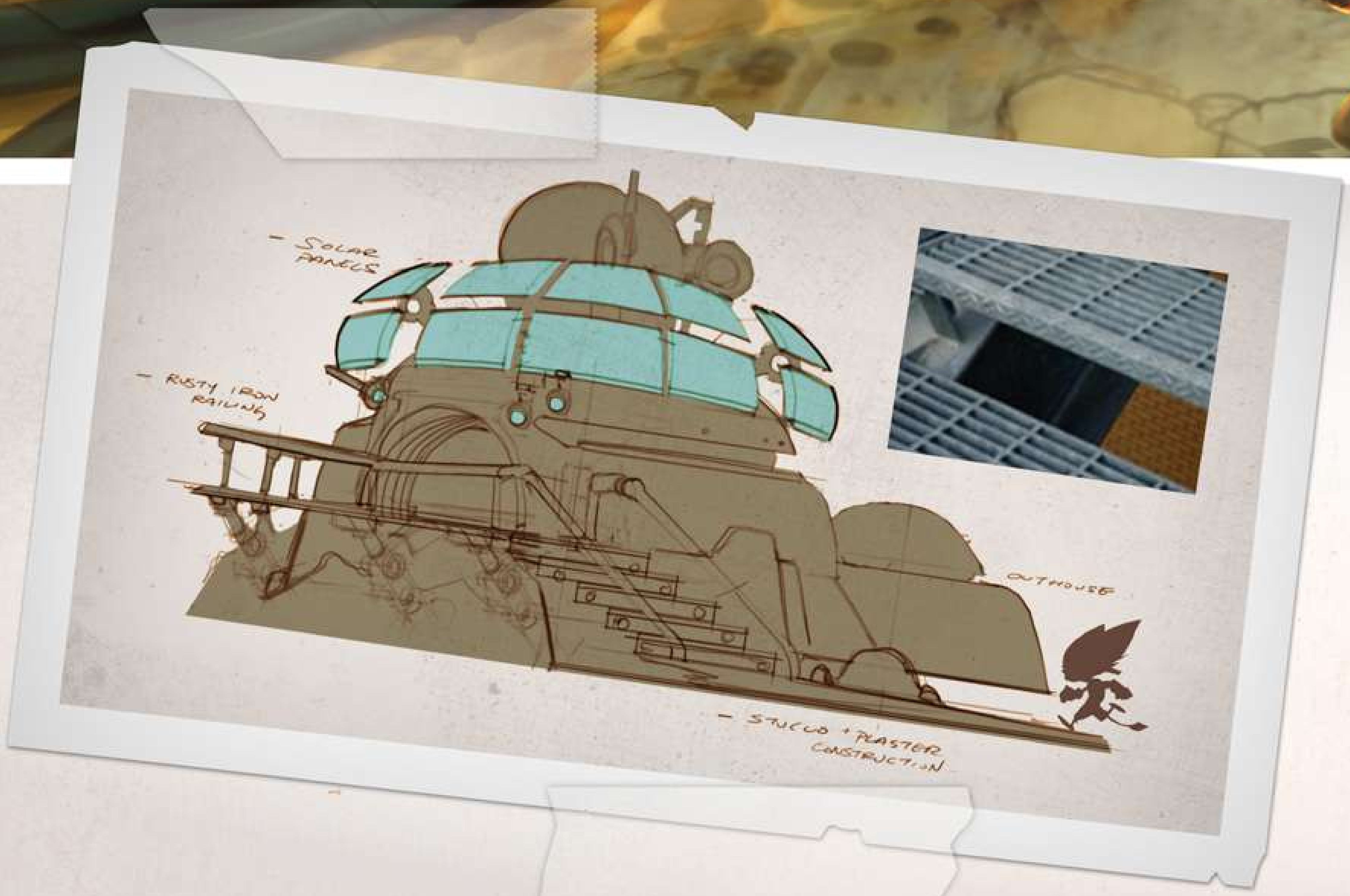
GREAT CLOCK BUILDING EXPLORATION



THE GREAT CLOCK

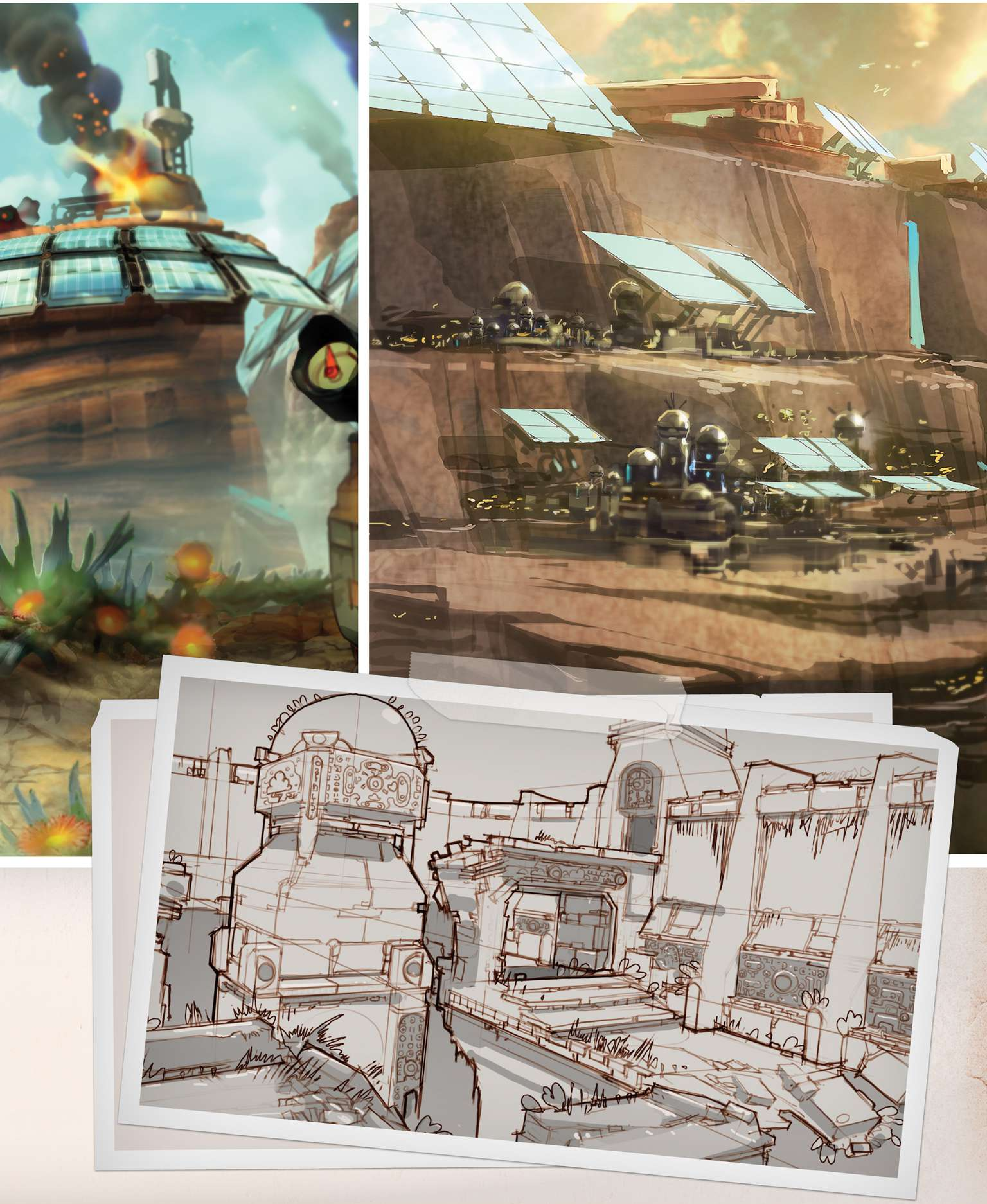
Concept art for the Great Clock, an iconic destination first featured in *Ratchet & Clank Future: A Crack in Time*. It is Clank's spiritual home, designed by his father and leader of the mystical Zoni, Orvus. Considered the most complex piece of machinery in the universe, the Great Clock's design is awe-inspiring.

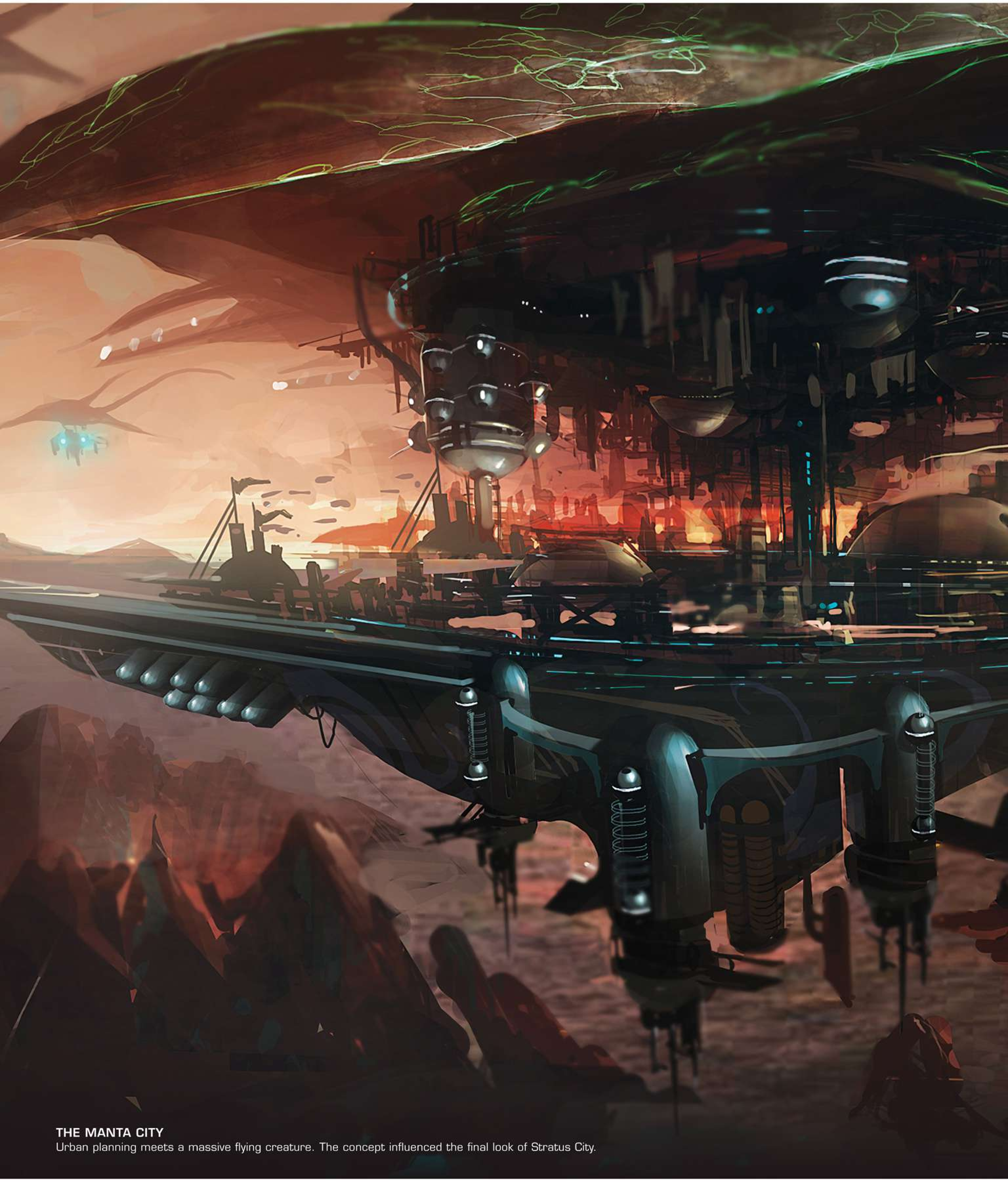



– SOLAR PANELS
– RUSTY IRON RAILING
OUTHOUSE
– STUCCO + PLASTER CONSTRUCTION

SCREENSHOT PAINTOVER

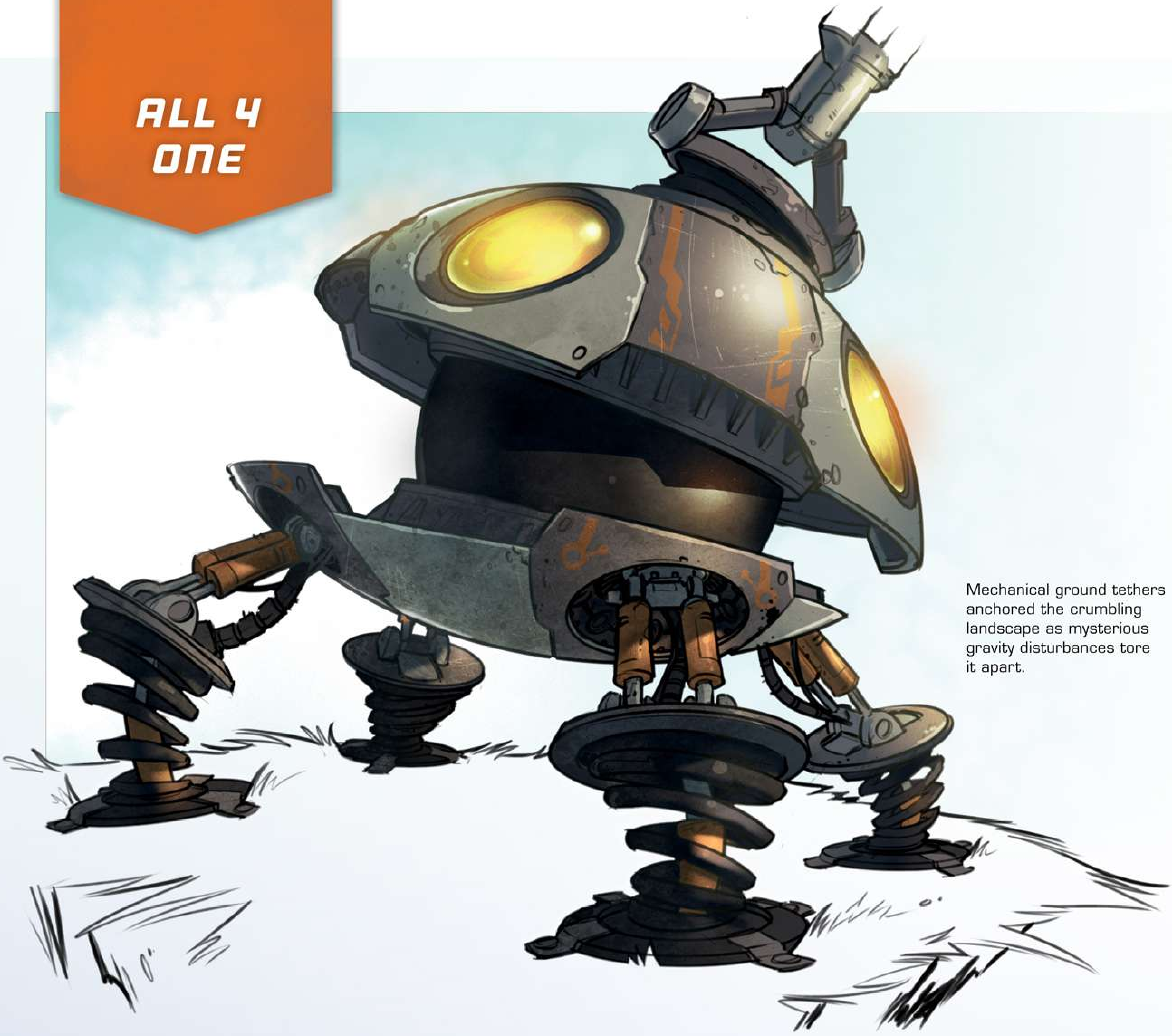
The above is an early screenshot of Krell Canyon. Concept artists painted over the screenshot to provide additional guidance for environment and effects artists.



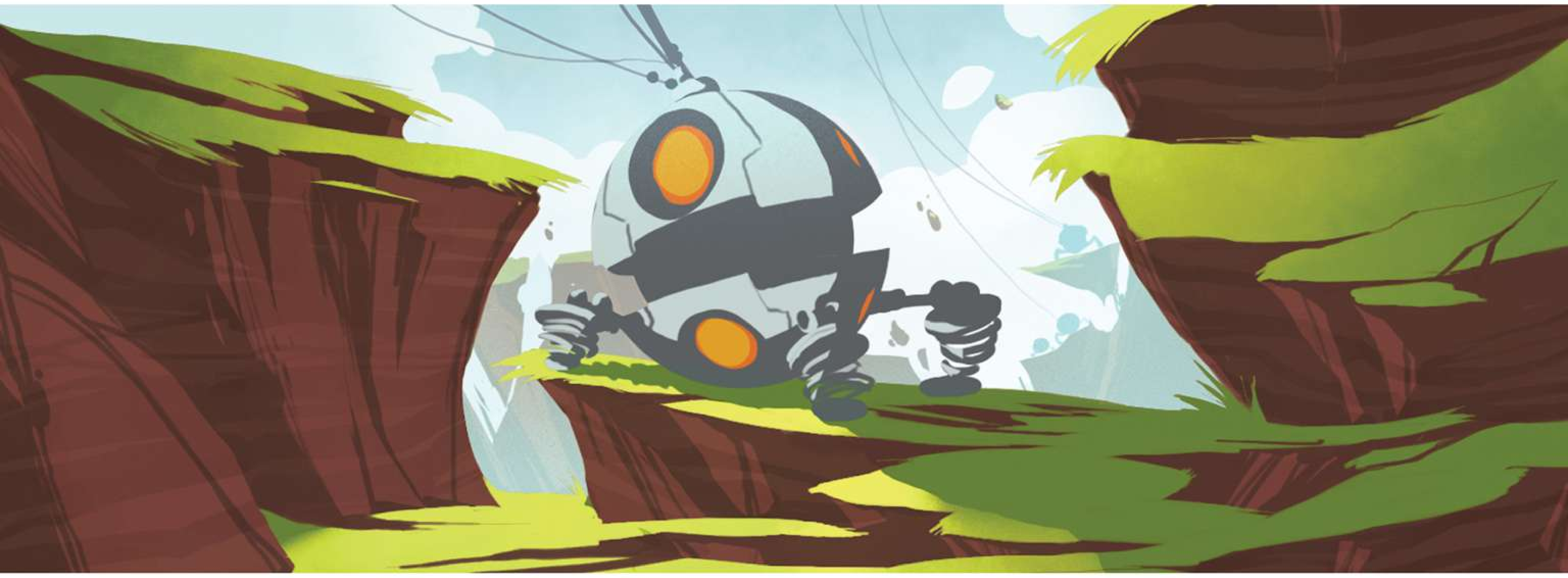


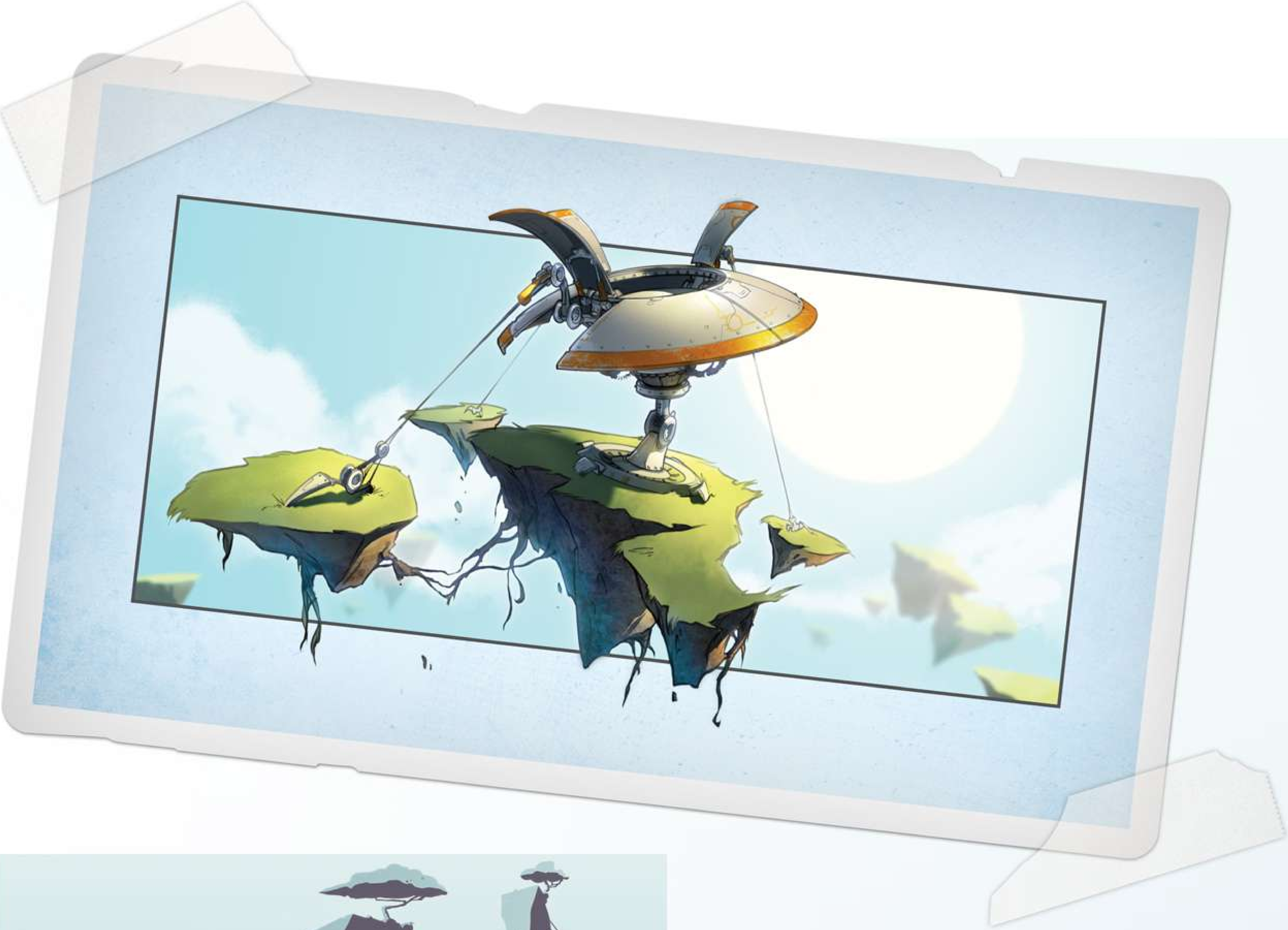
THE MANTA CITY
Urban planning meets a massive flying creature. The concept influenced the final look of Stratus City.

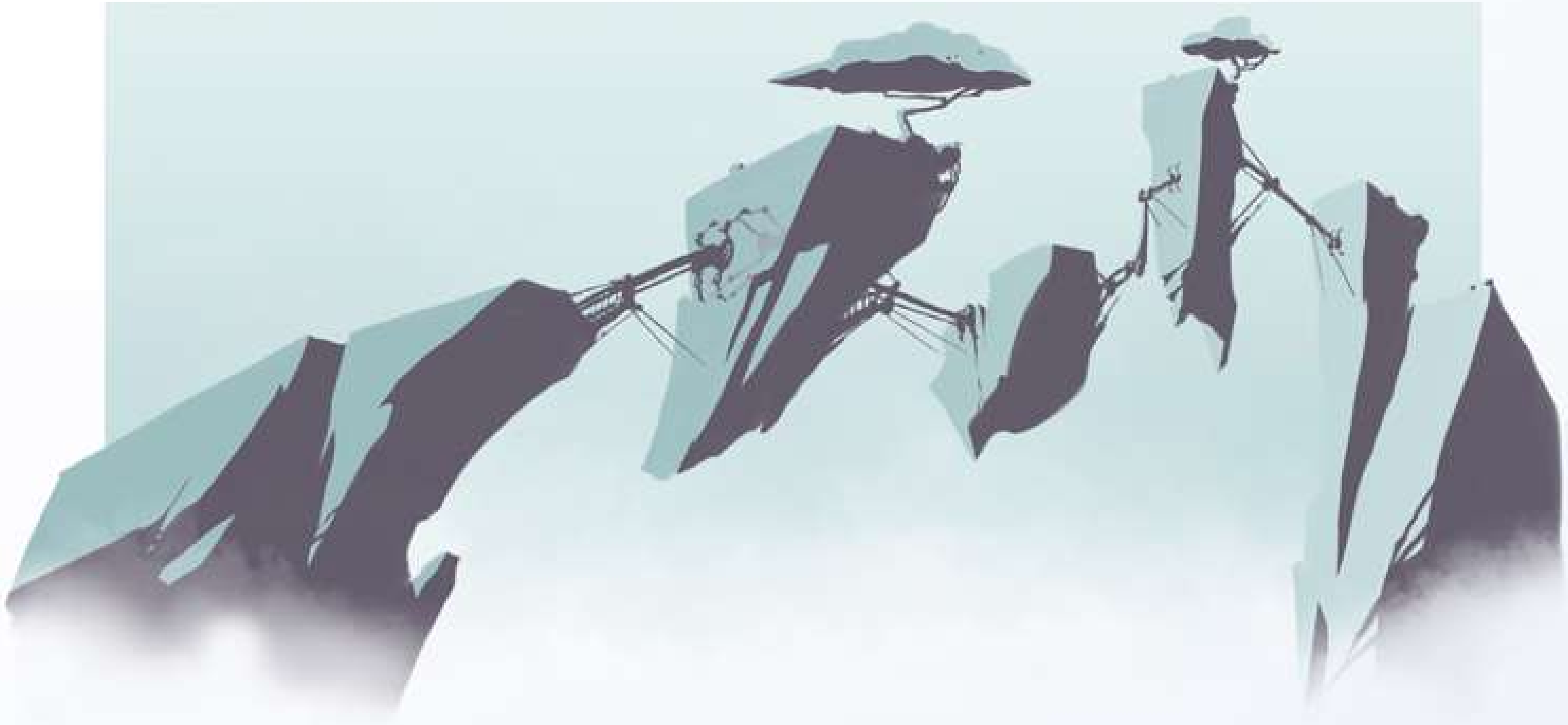
ALL 4 ONE



Mechanical ground tethers anchored the crumbling landscape as mysterious gravity disturbances tore it apart.

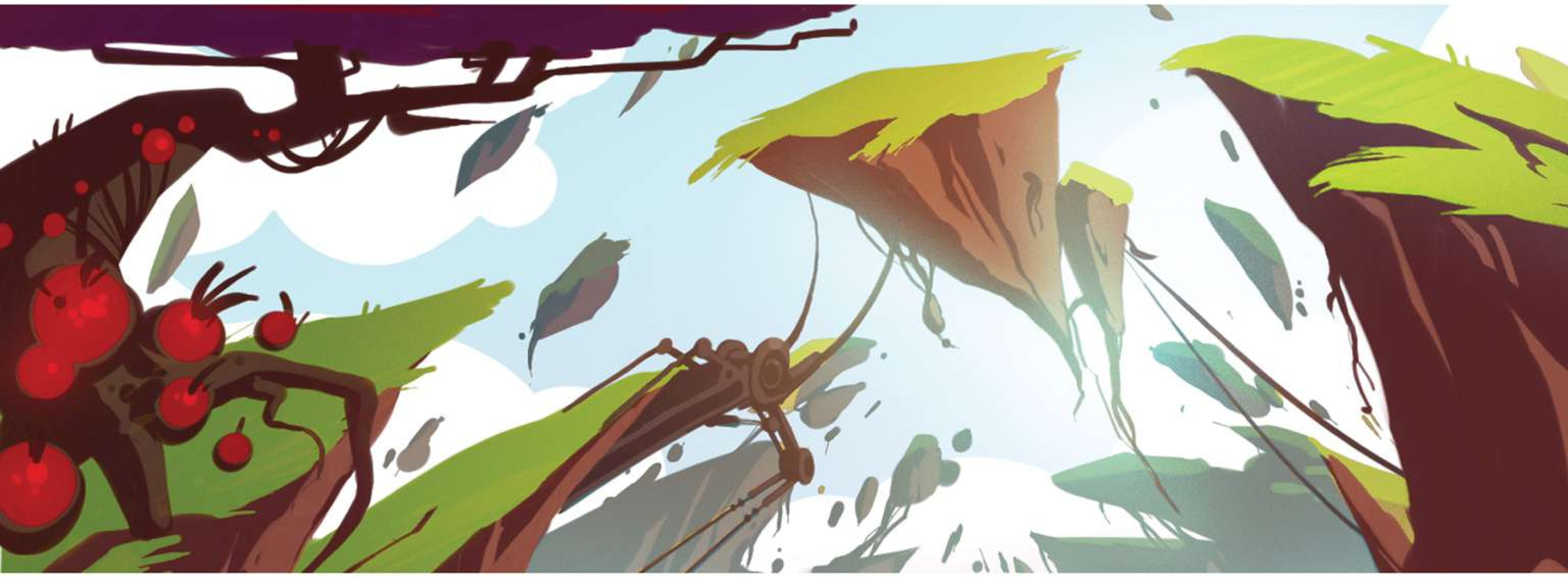


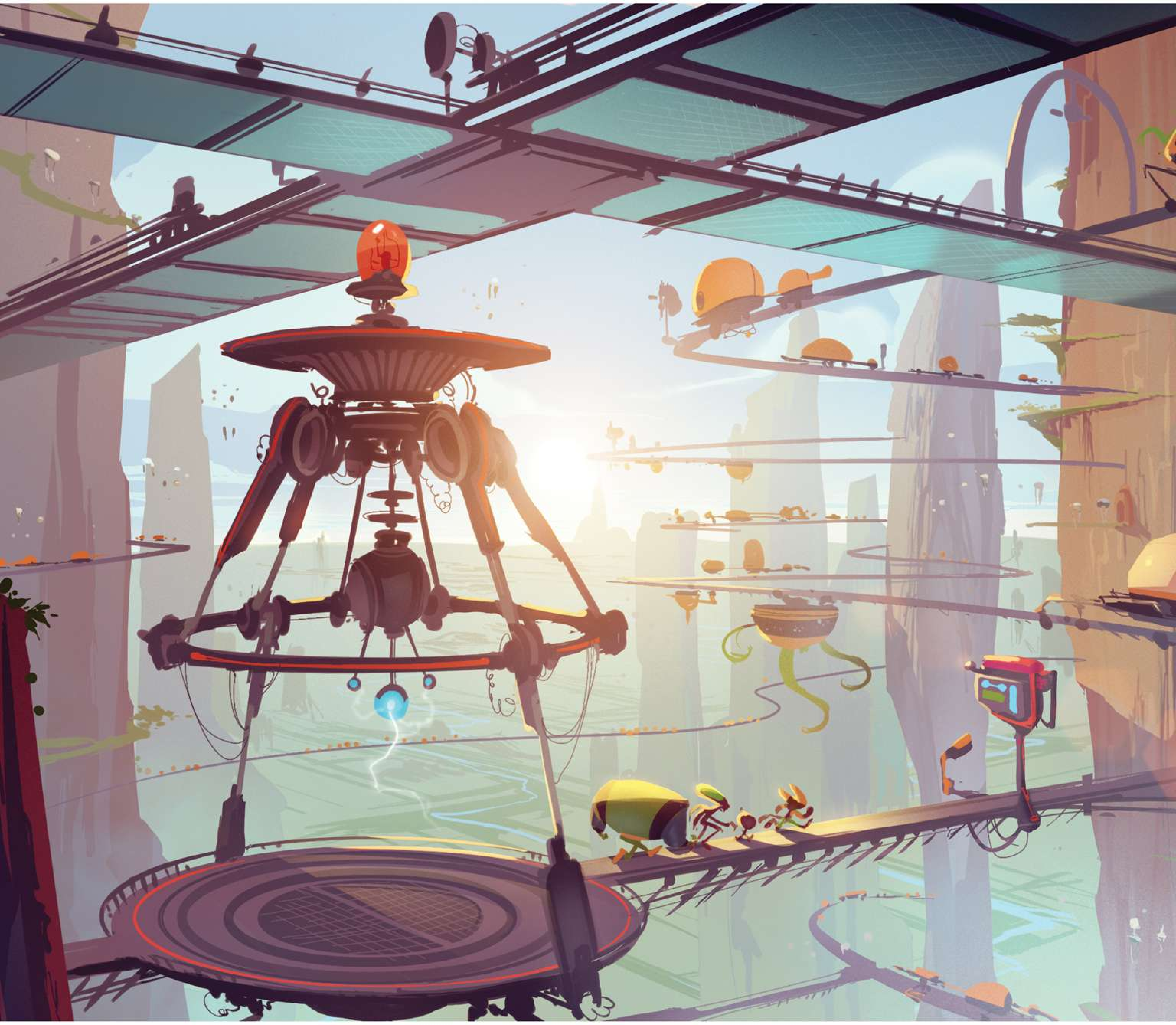


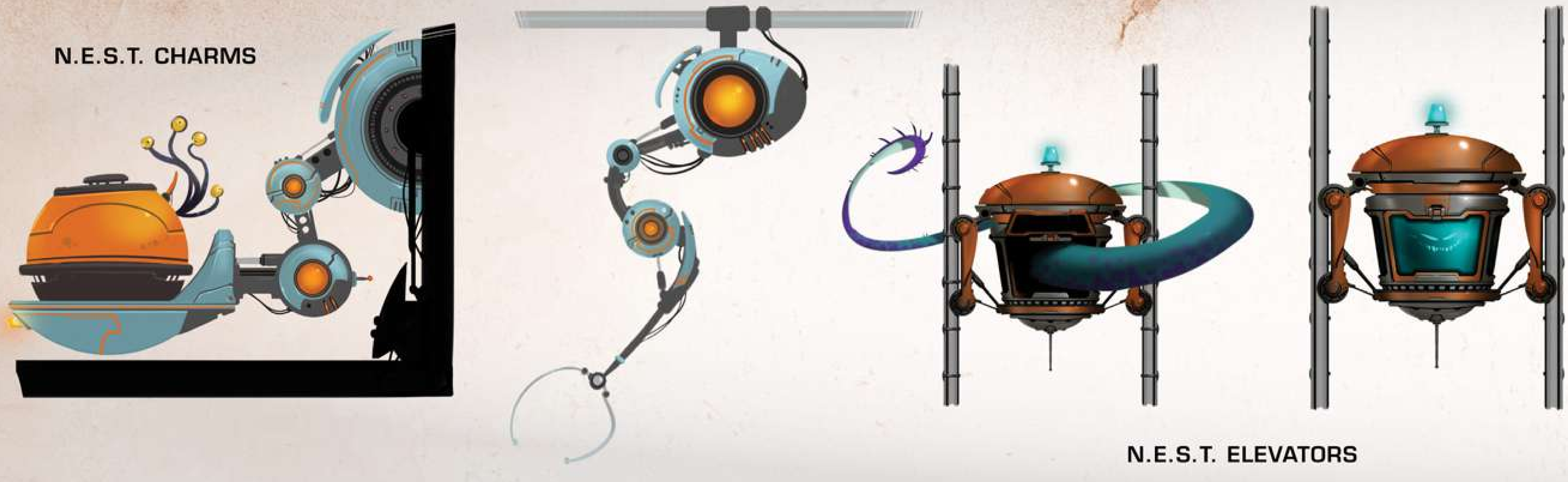


GROUND TETHERS

The floating land masses made the world feel dynamic and ever-changing while also allowing the design of the level to introduce more interesting platforming setups.

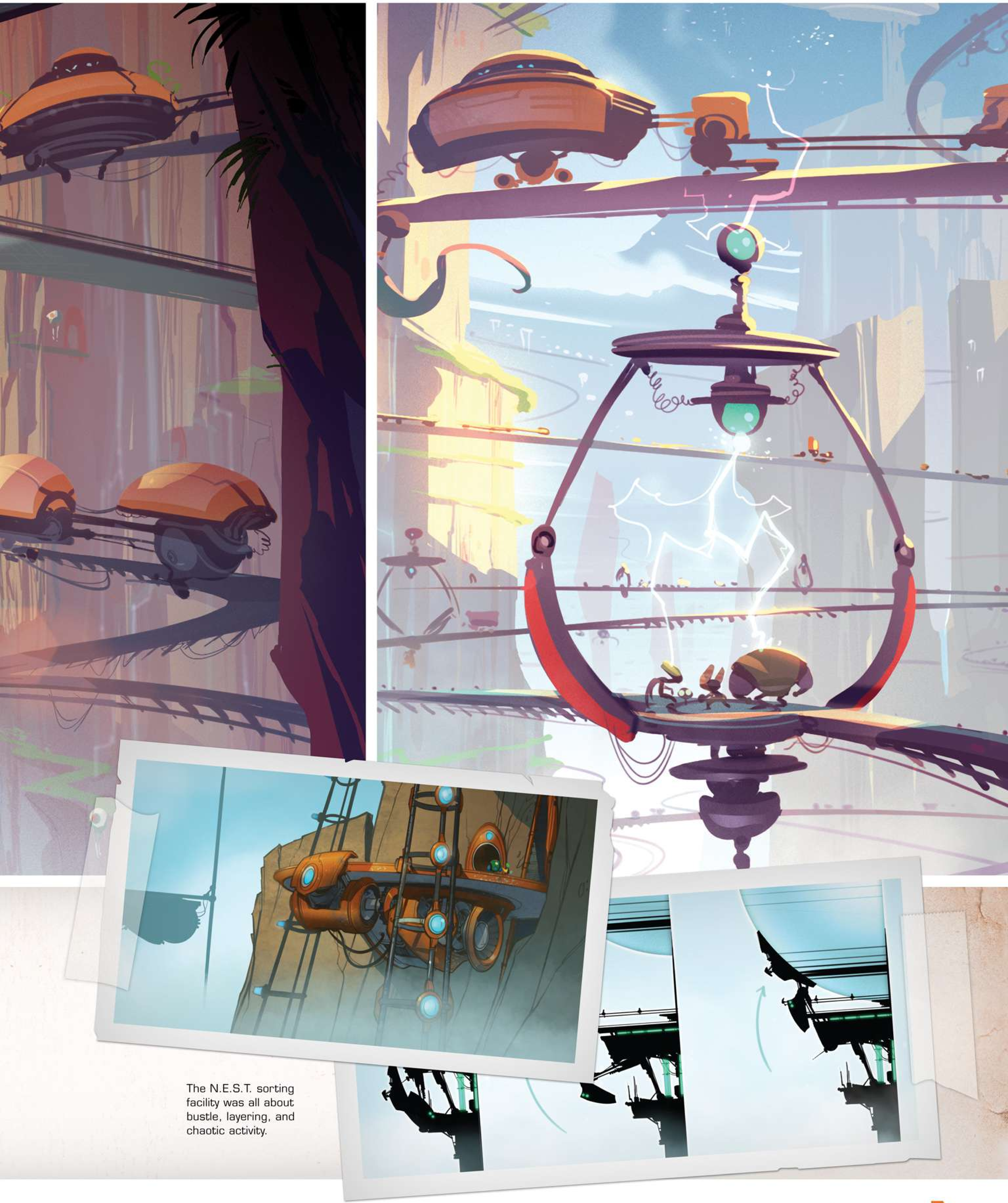




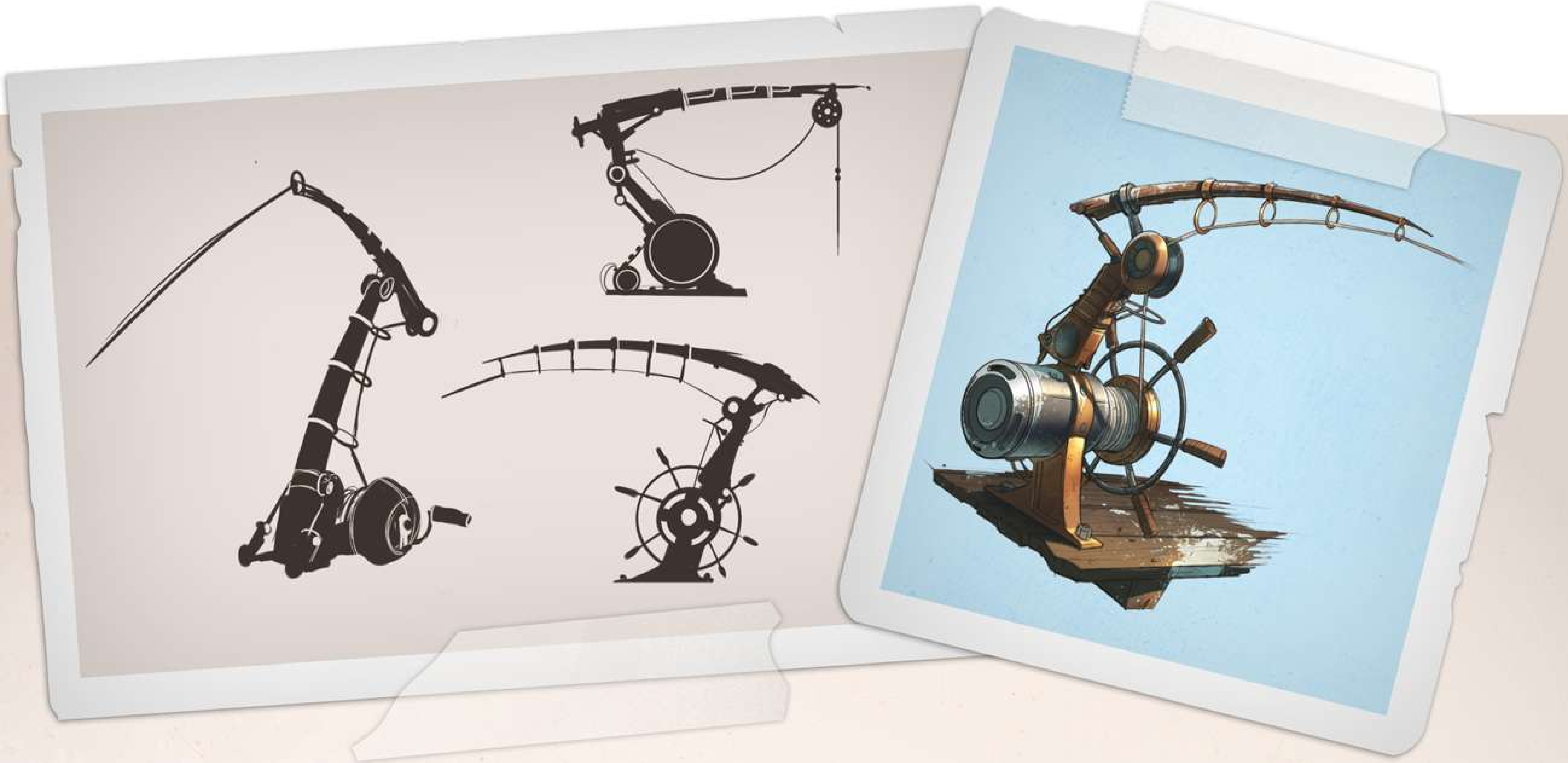


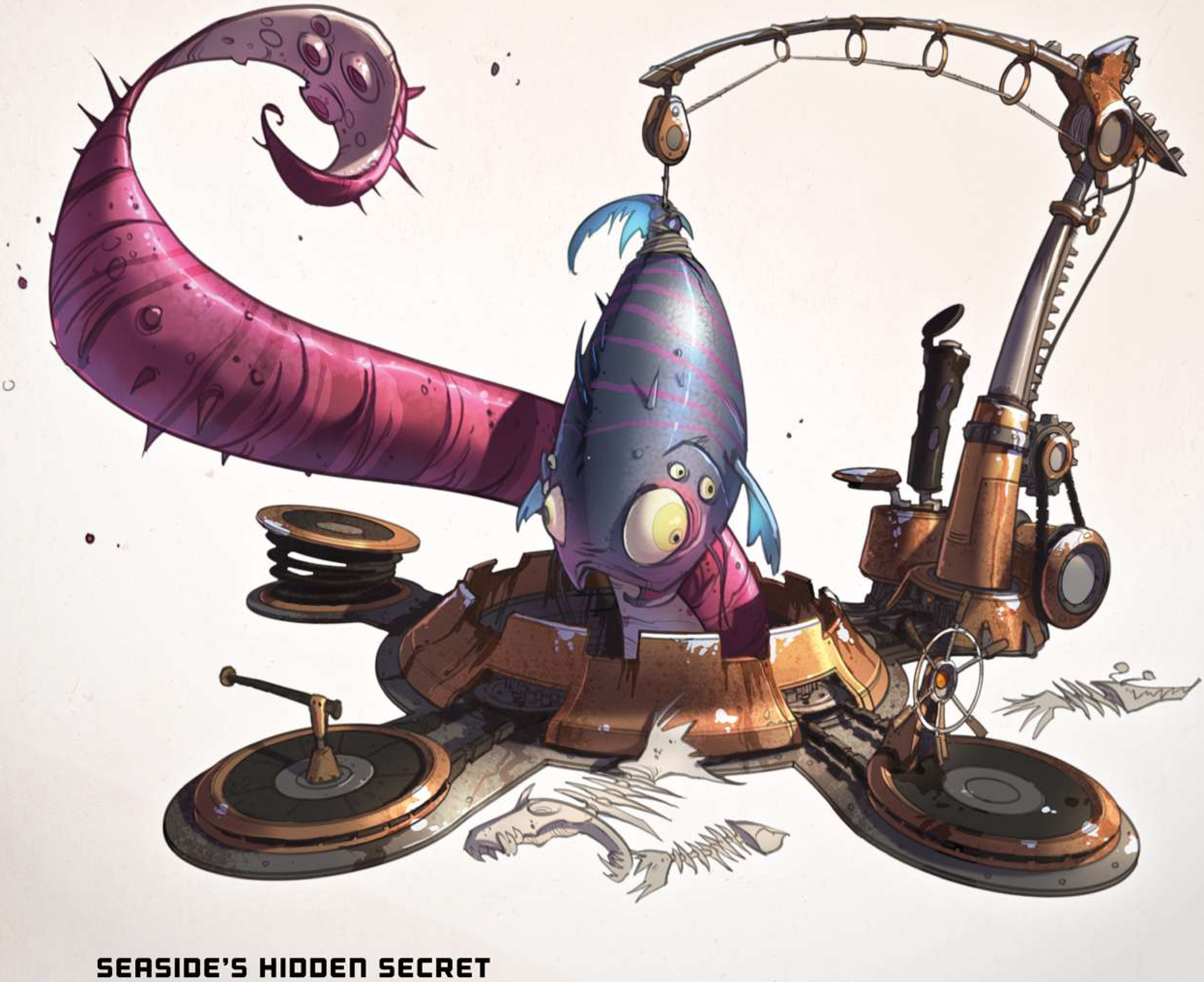
N.E.S.T. CHARMS

N.E.S.T. ELEVATORS



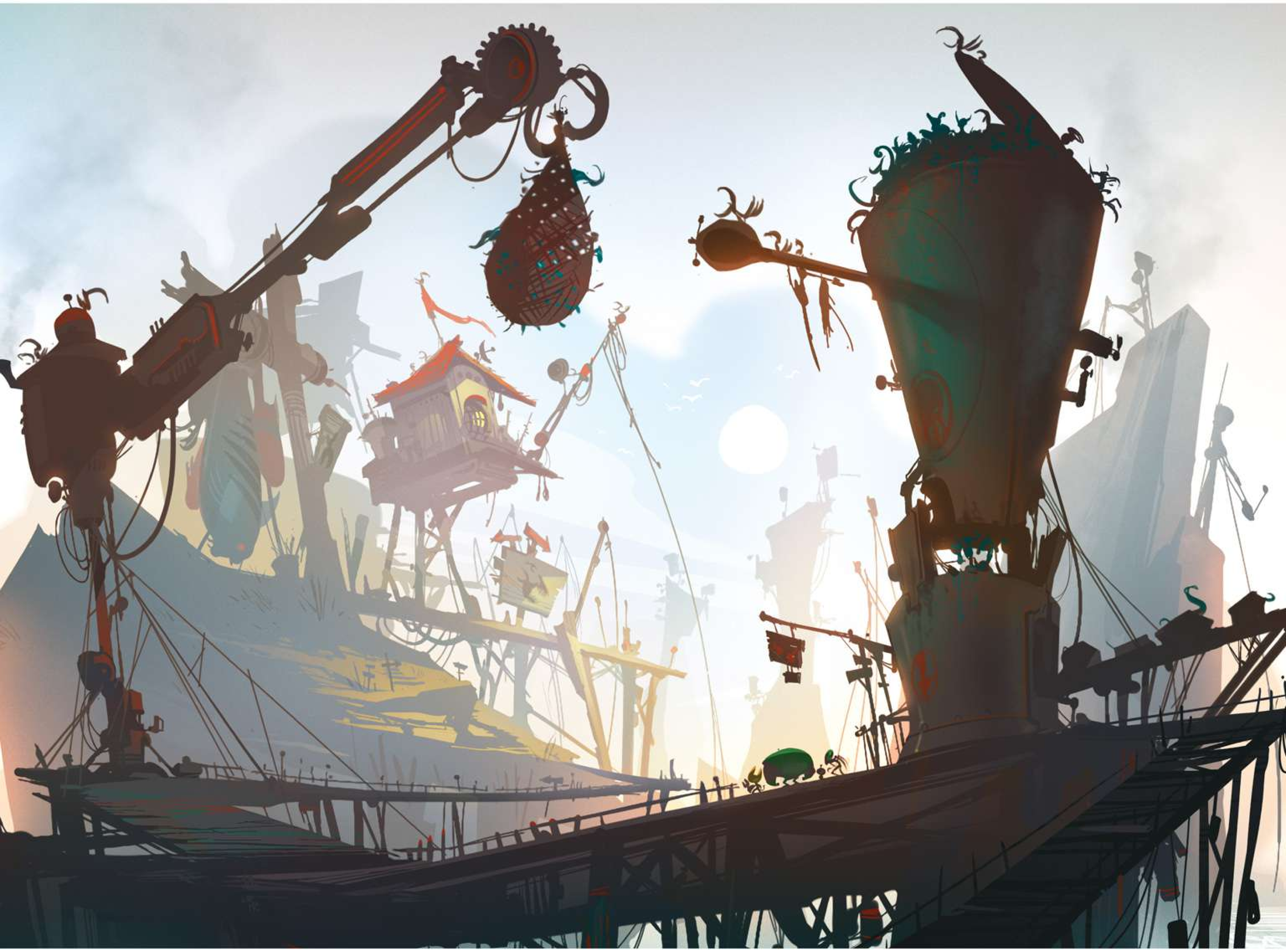
The N.E.S.T. sorting facility was all about bustle, layering, and chaotic activity.

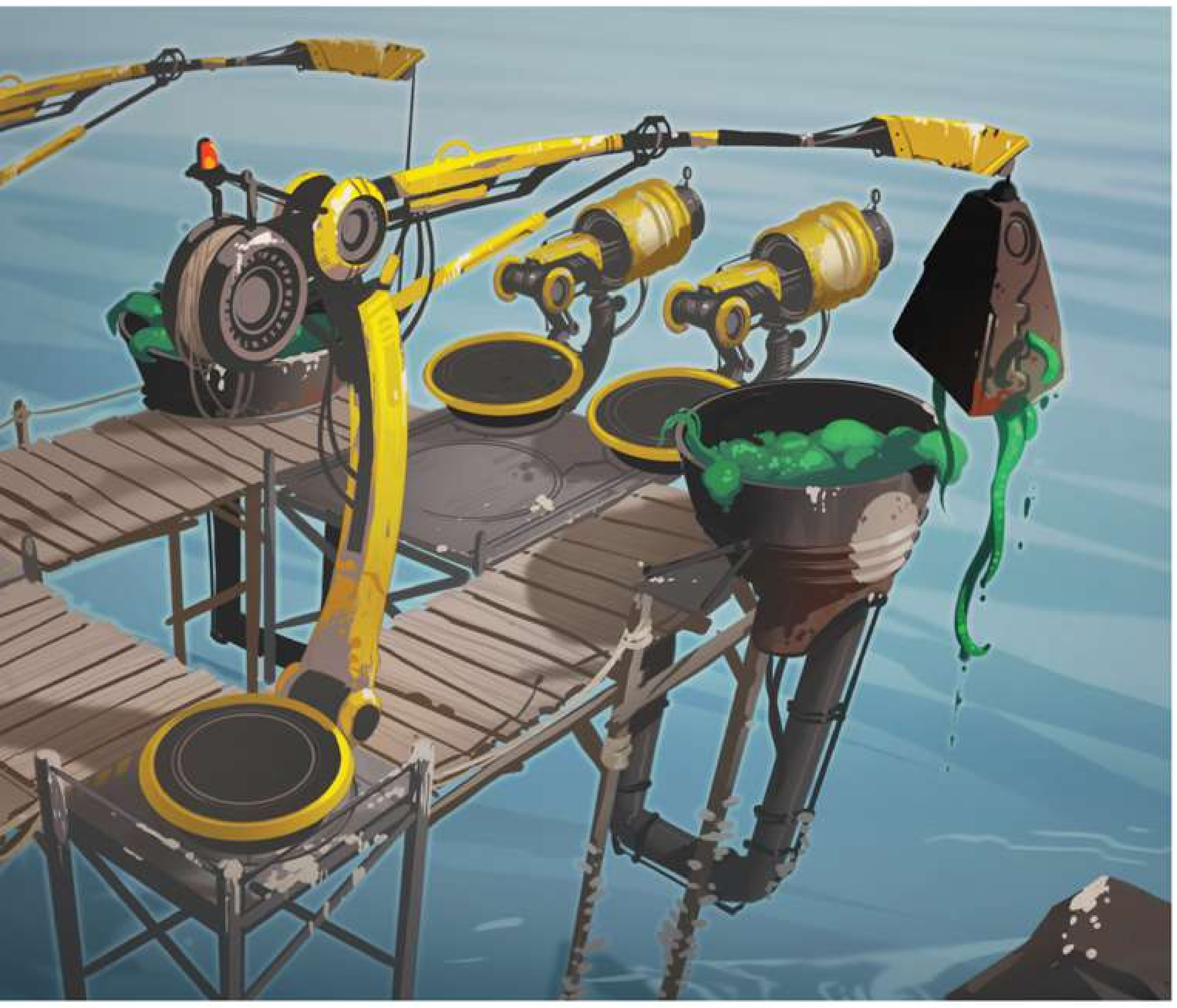


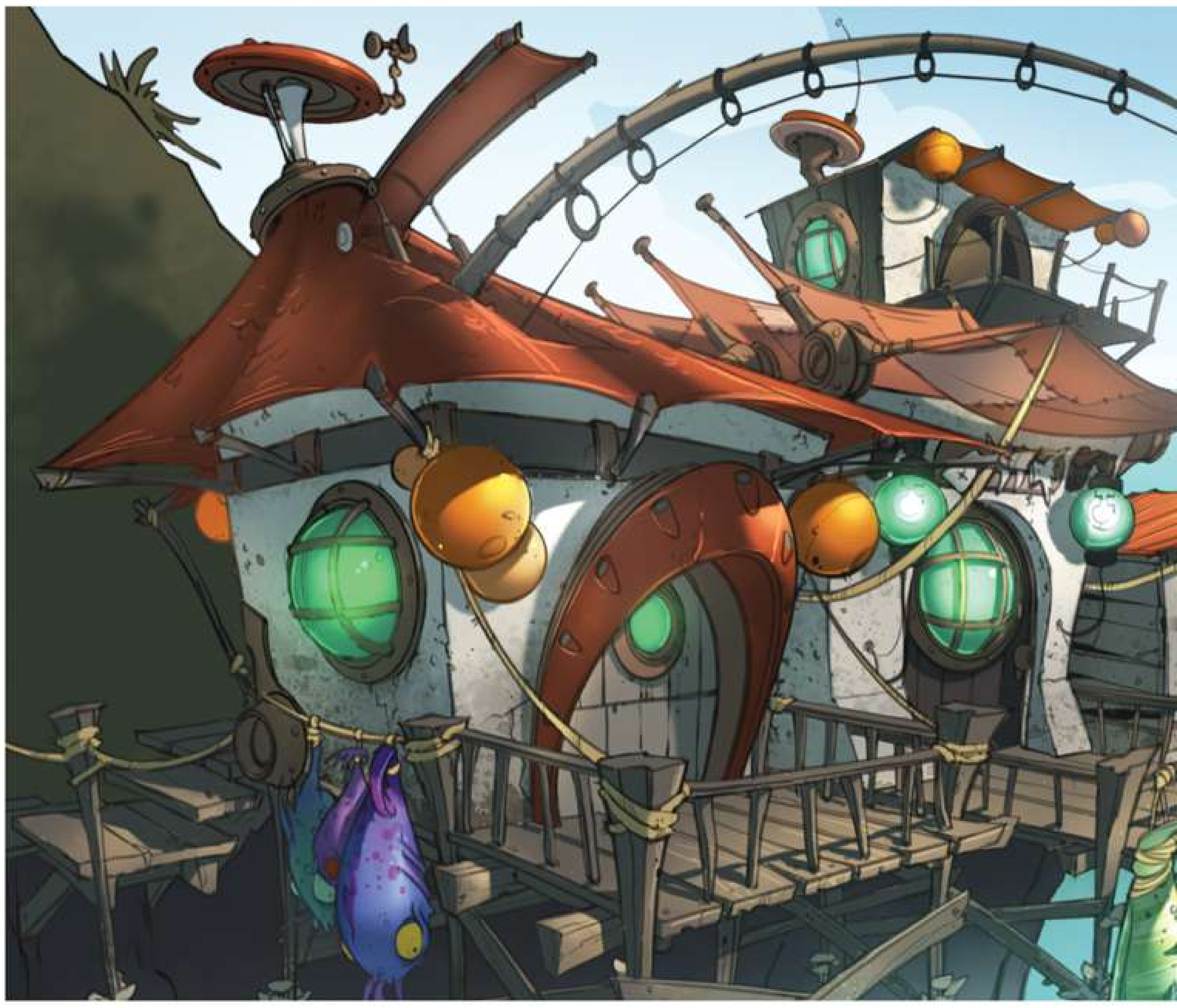


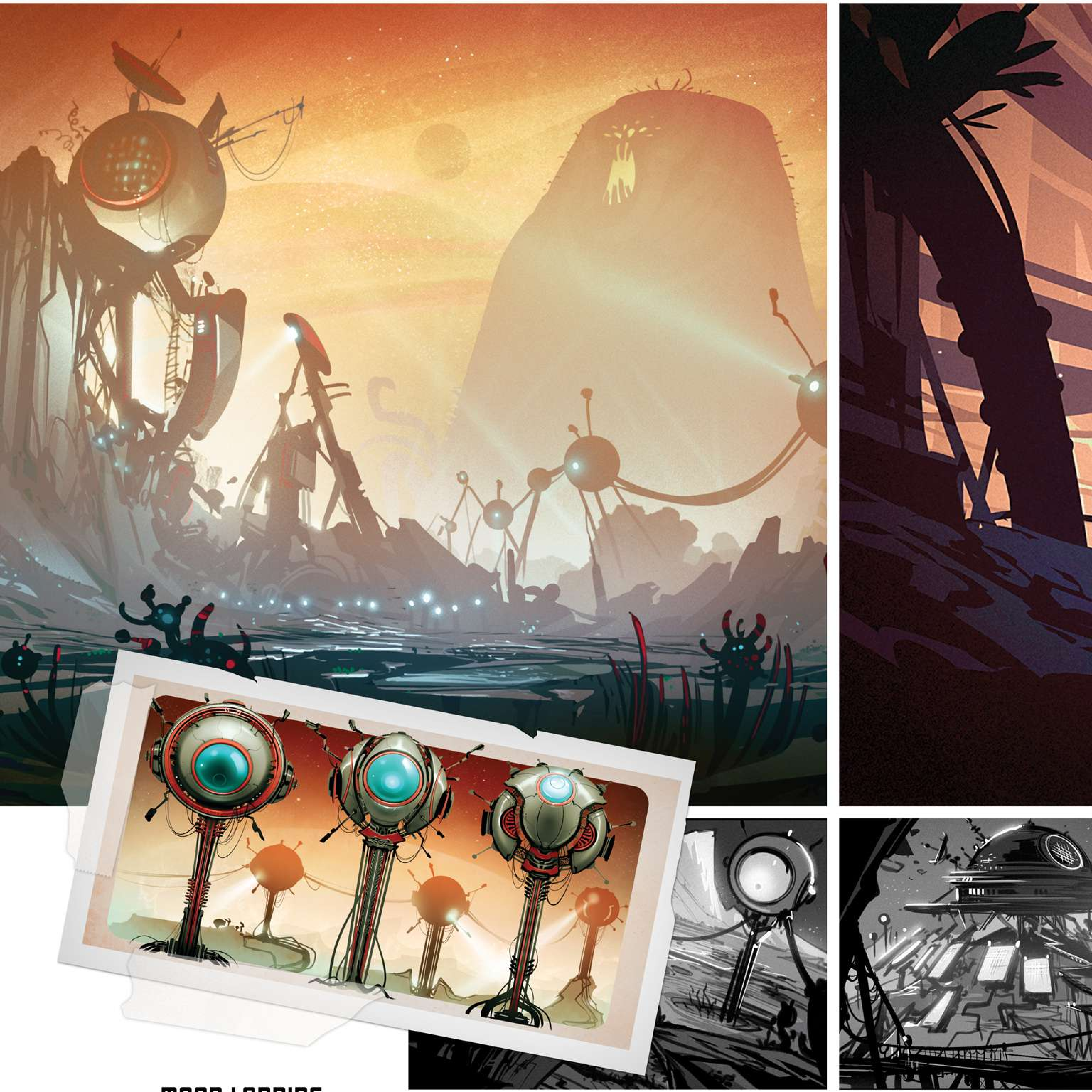
SEASIDE'S HIDDEN SECRET

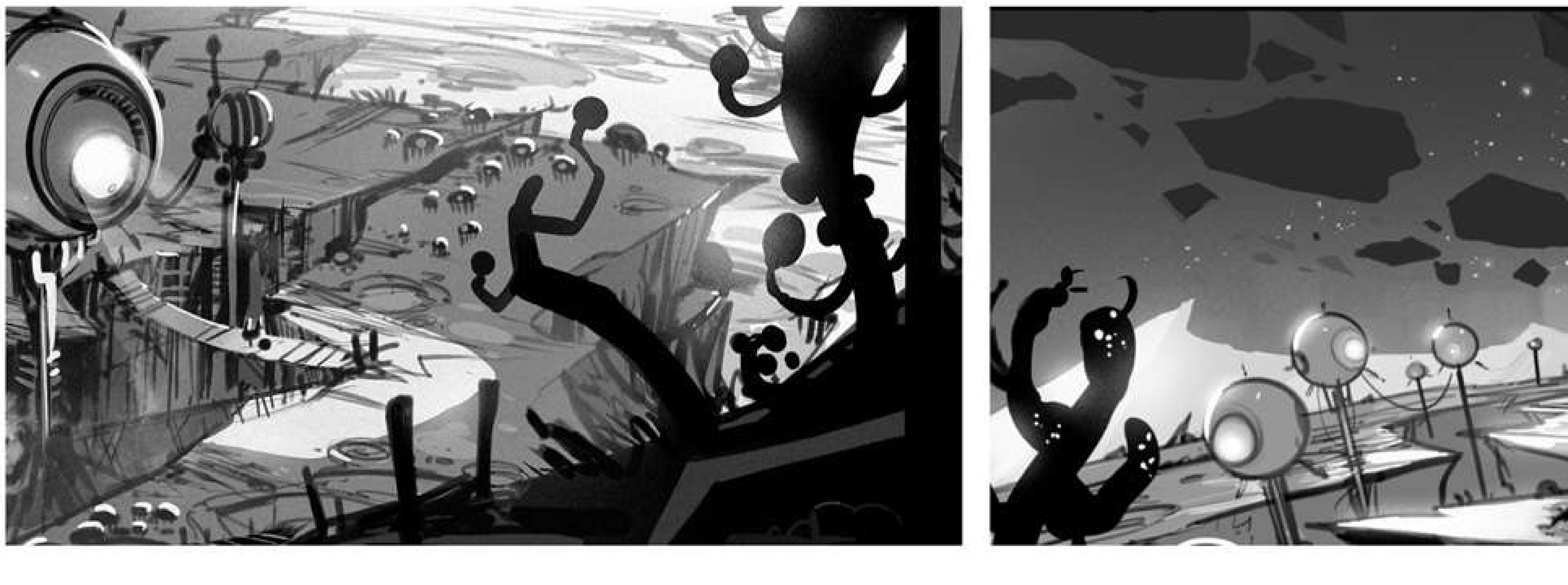
In the small fishing village, we wanted to evoke a sense that an ominous creature lurked below. Large machinery and baiting mechanisms were introduced to show how the locals appeased the creature with food to keep it at bay.





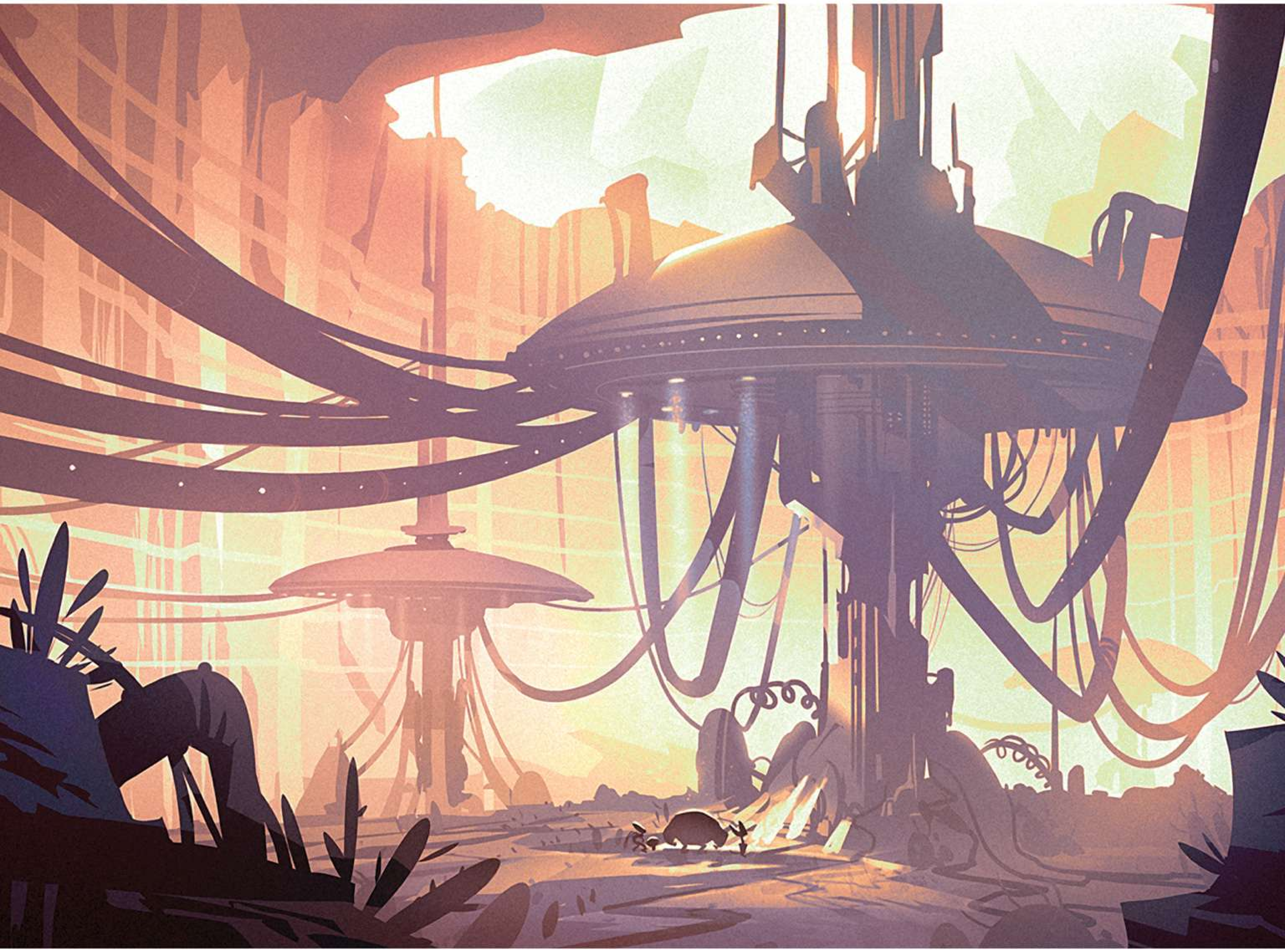


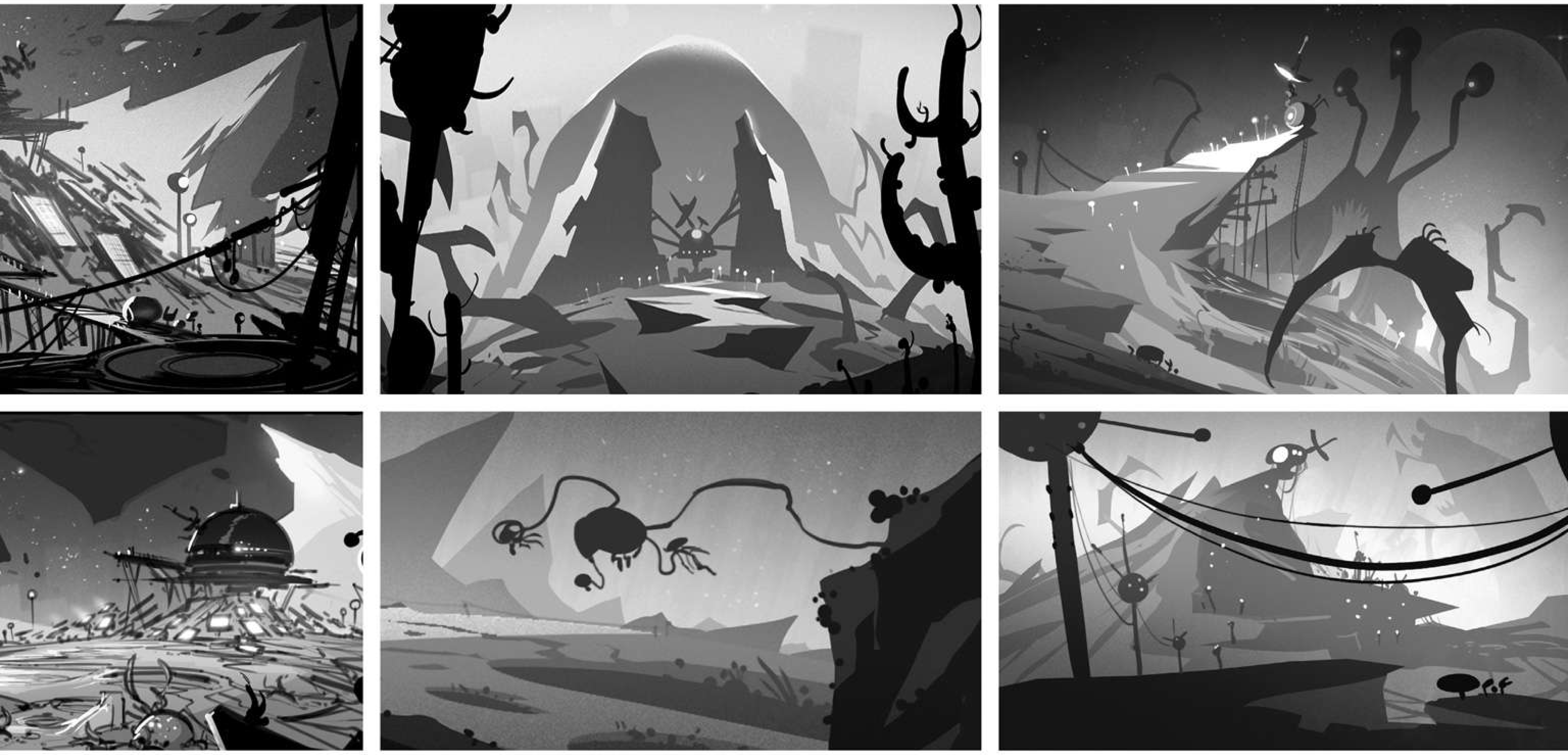


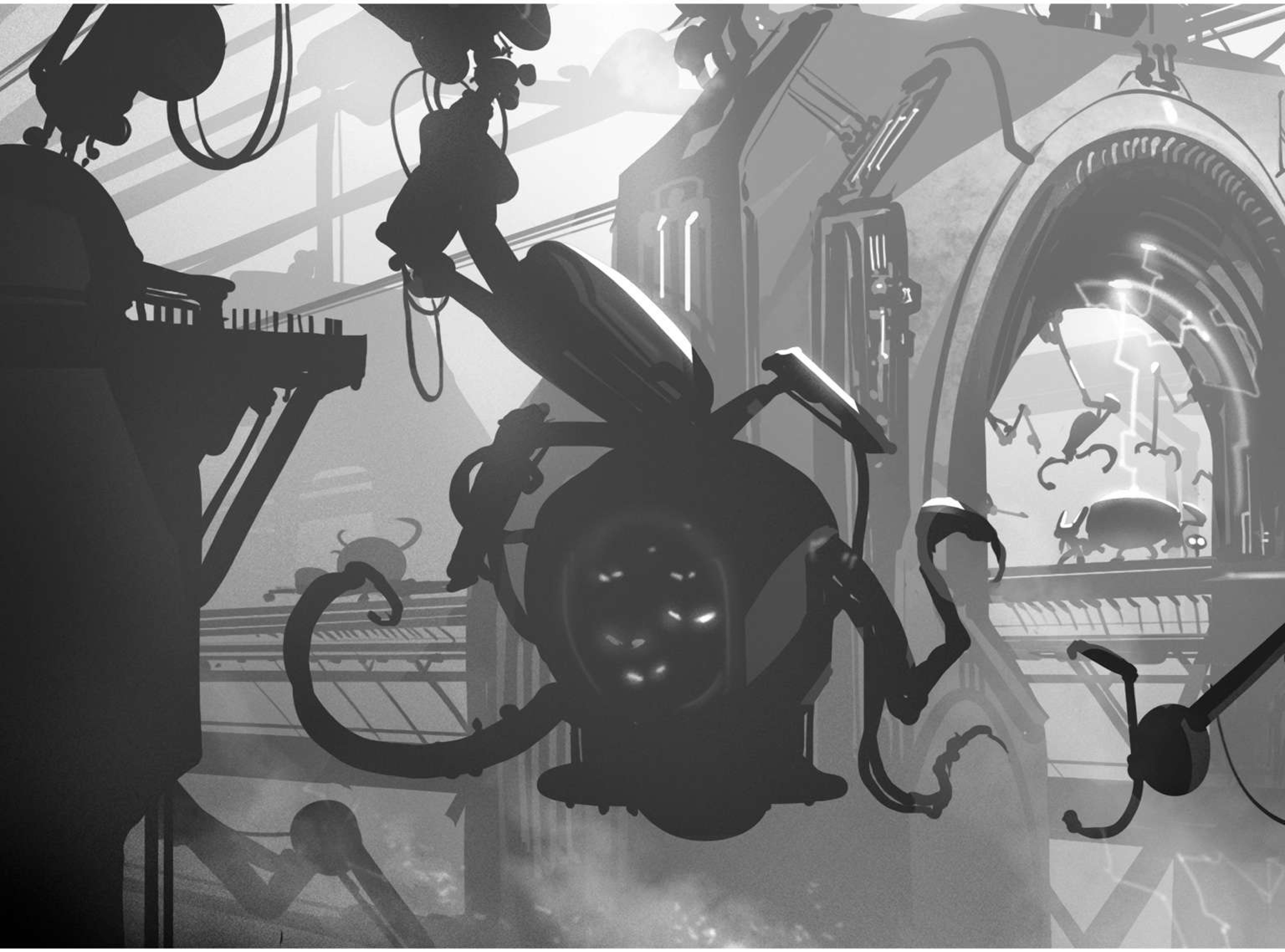


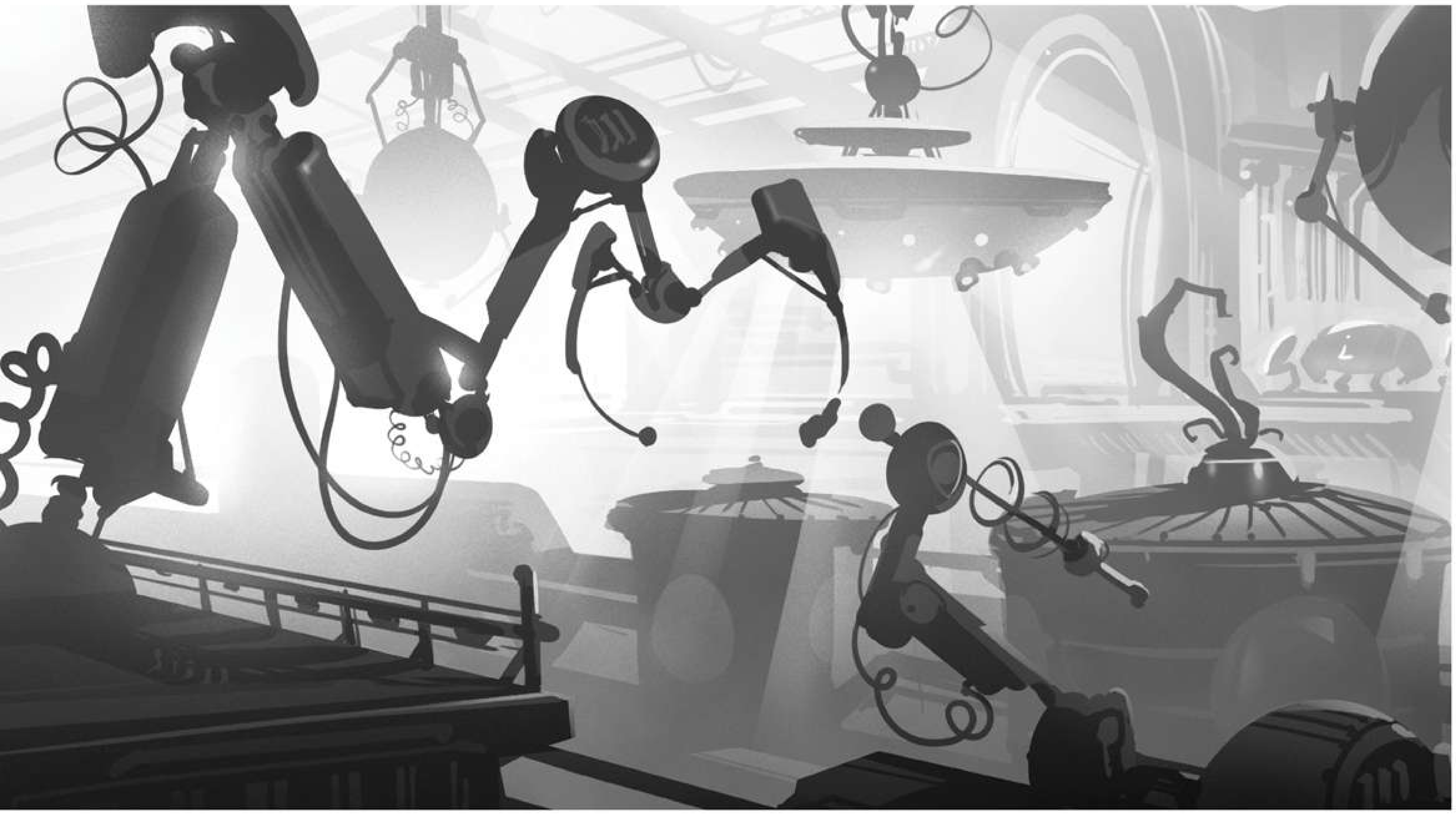
MOON LANDING

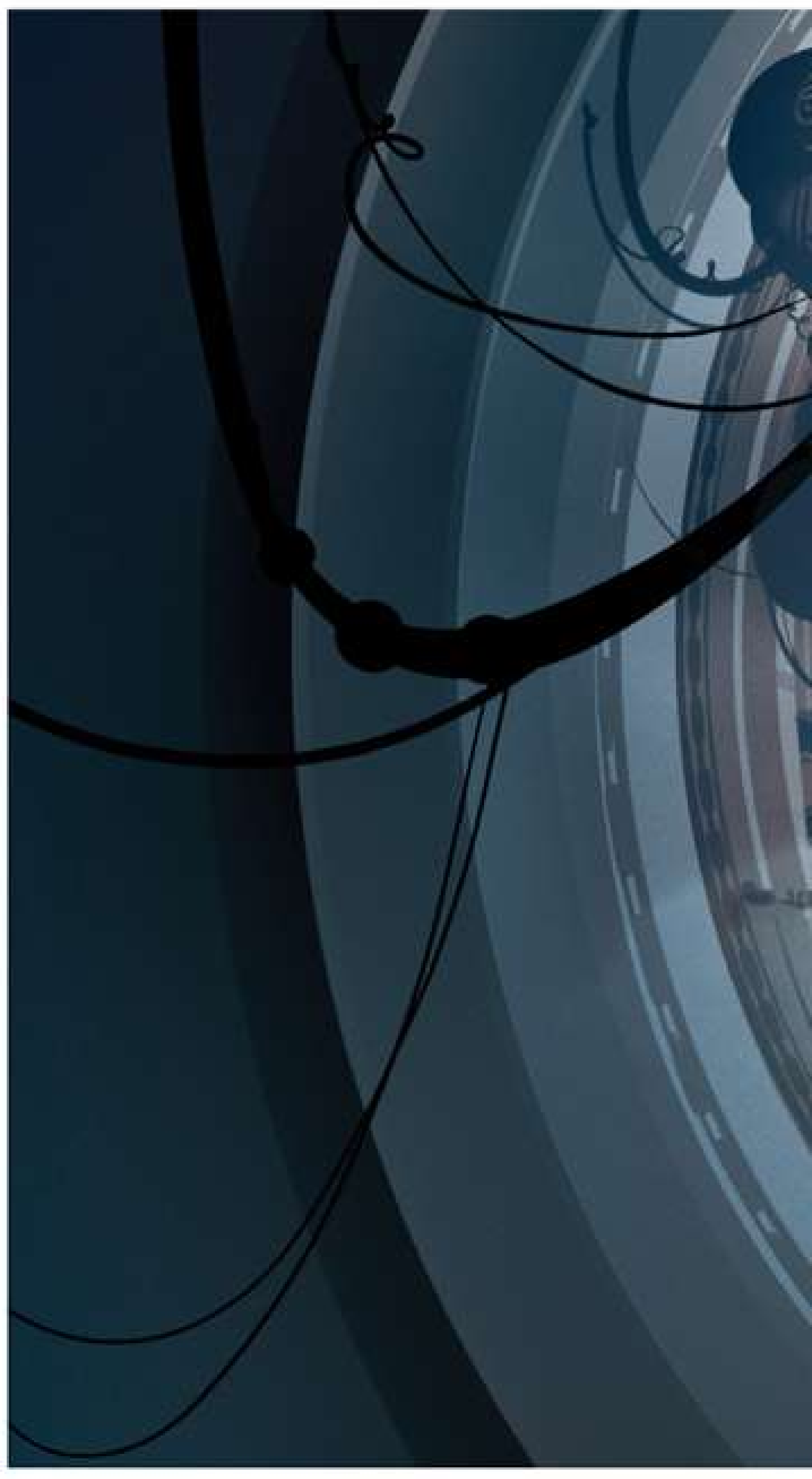
The darkened corners of Phonica Moon focused on the careful balance between layered, sharpened rocks and the clean lines of classic sci-fi architecture.

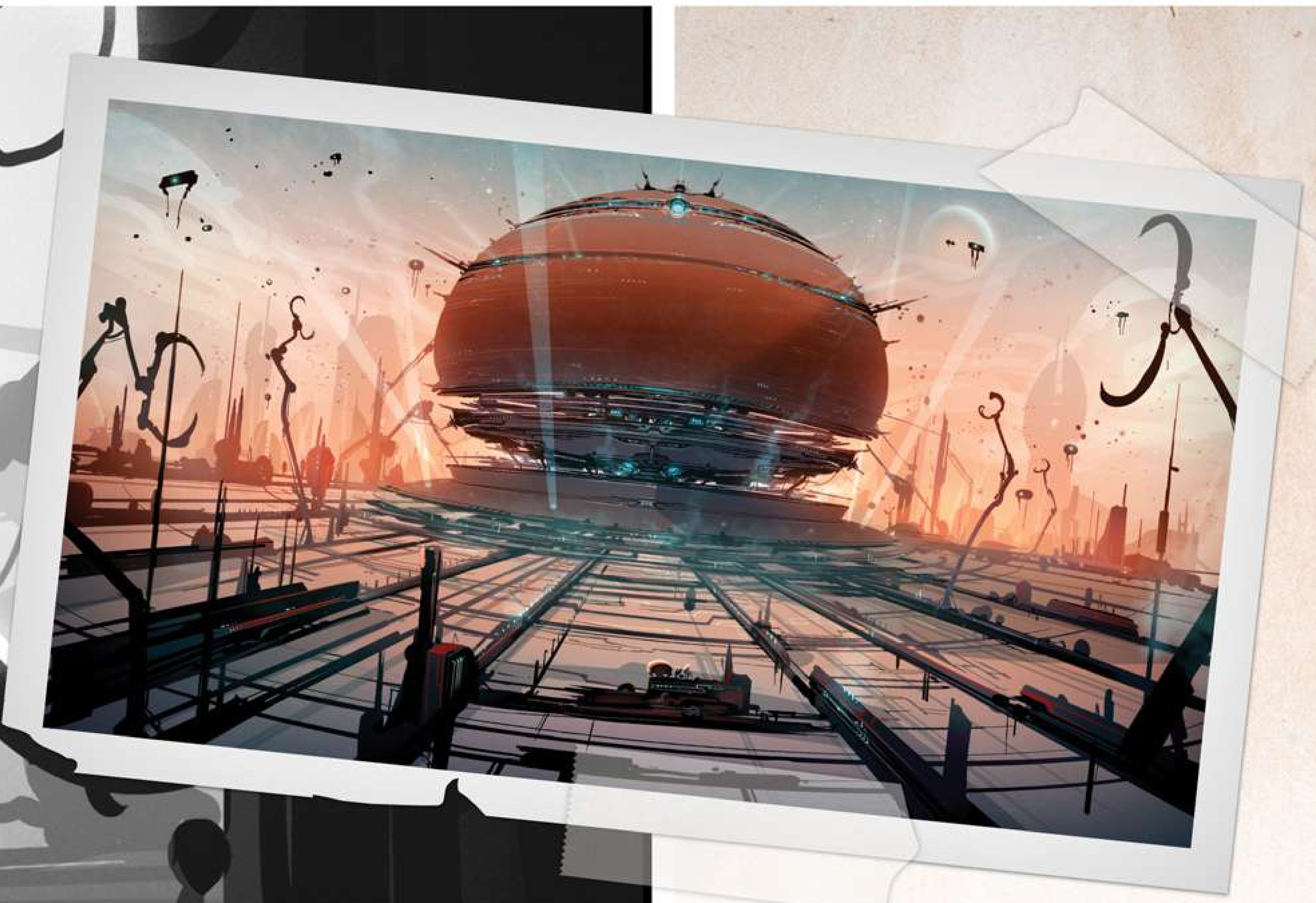


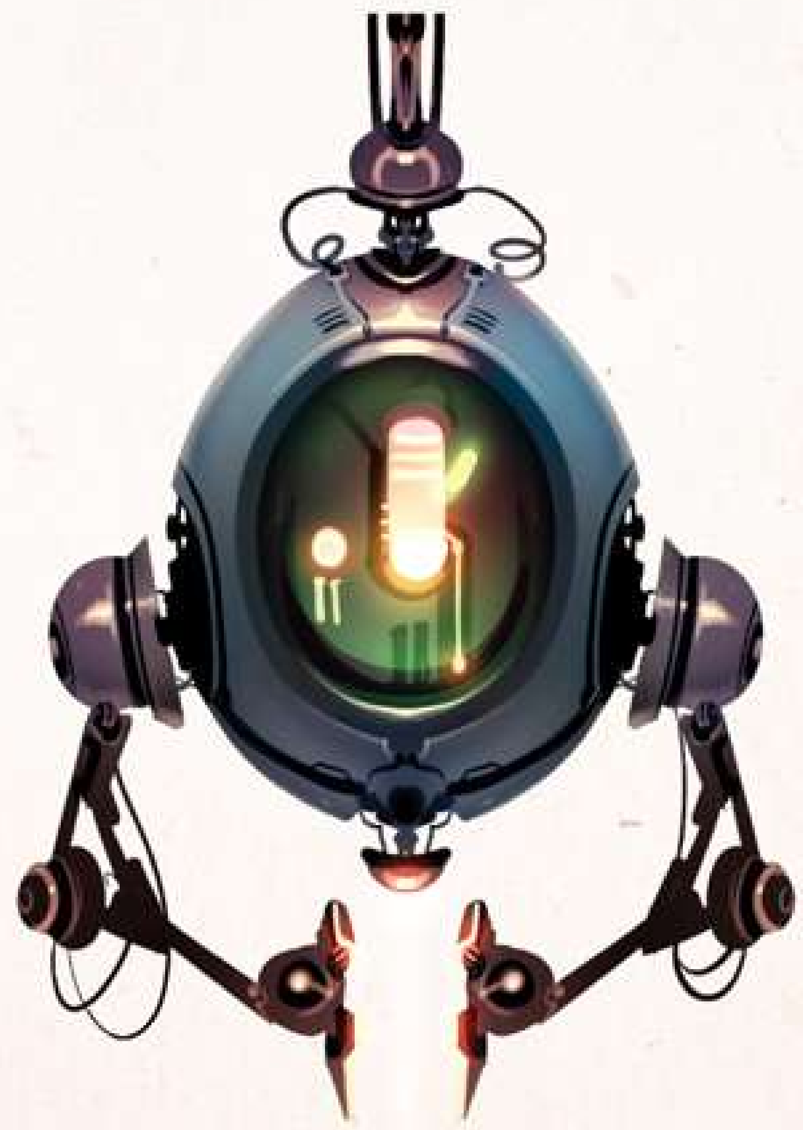


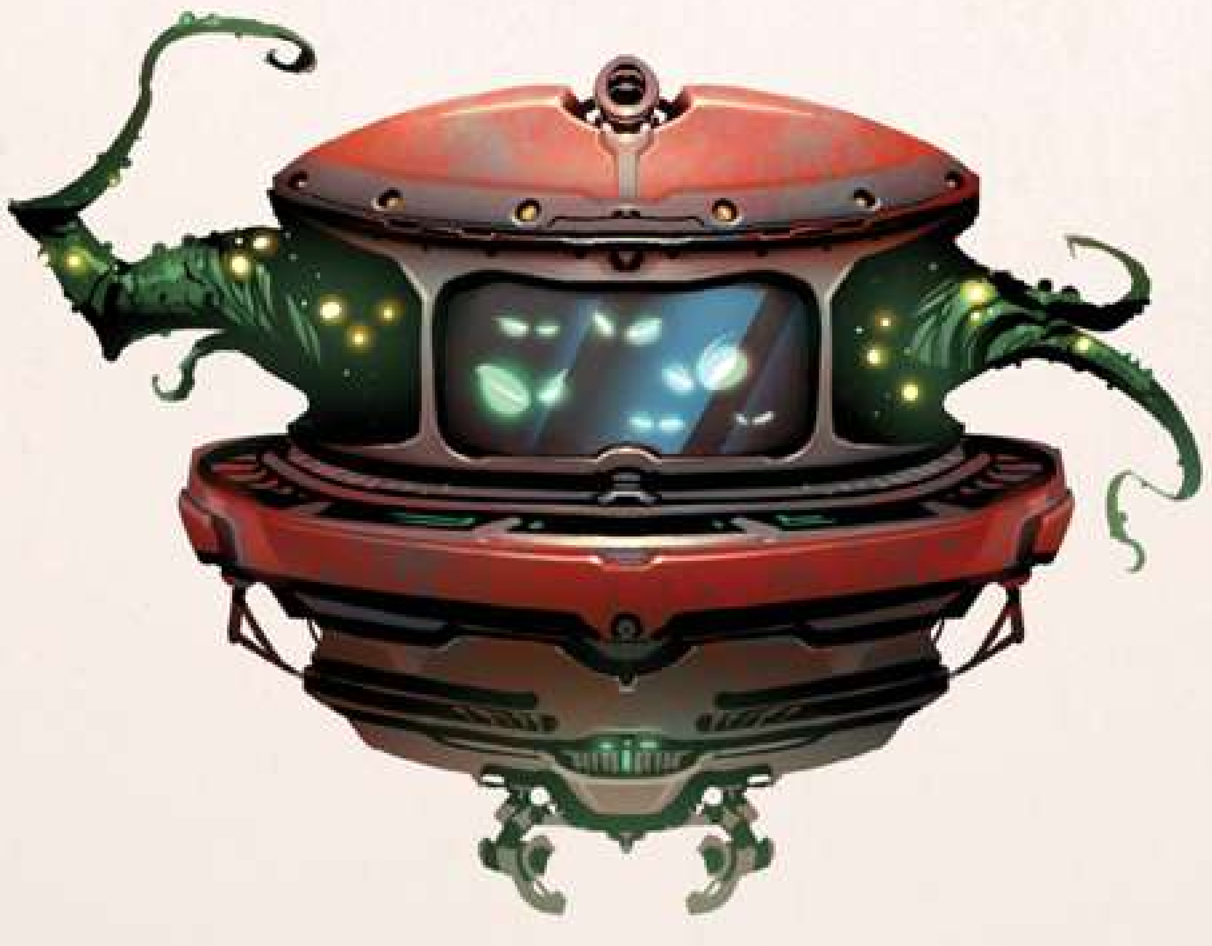


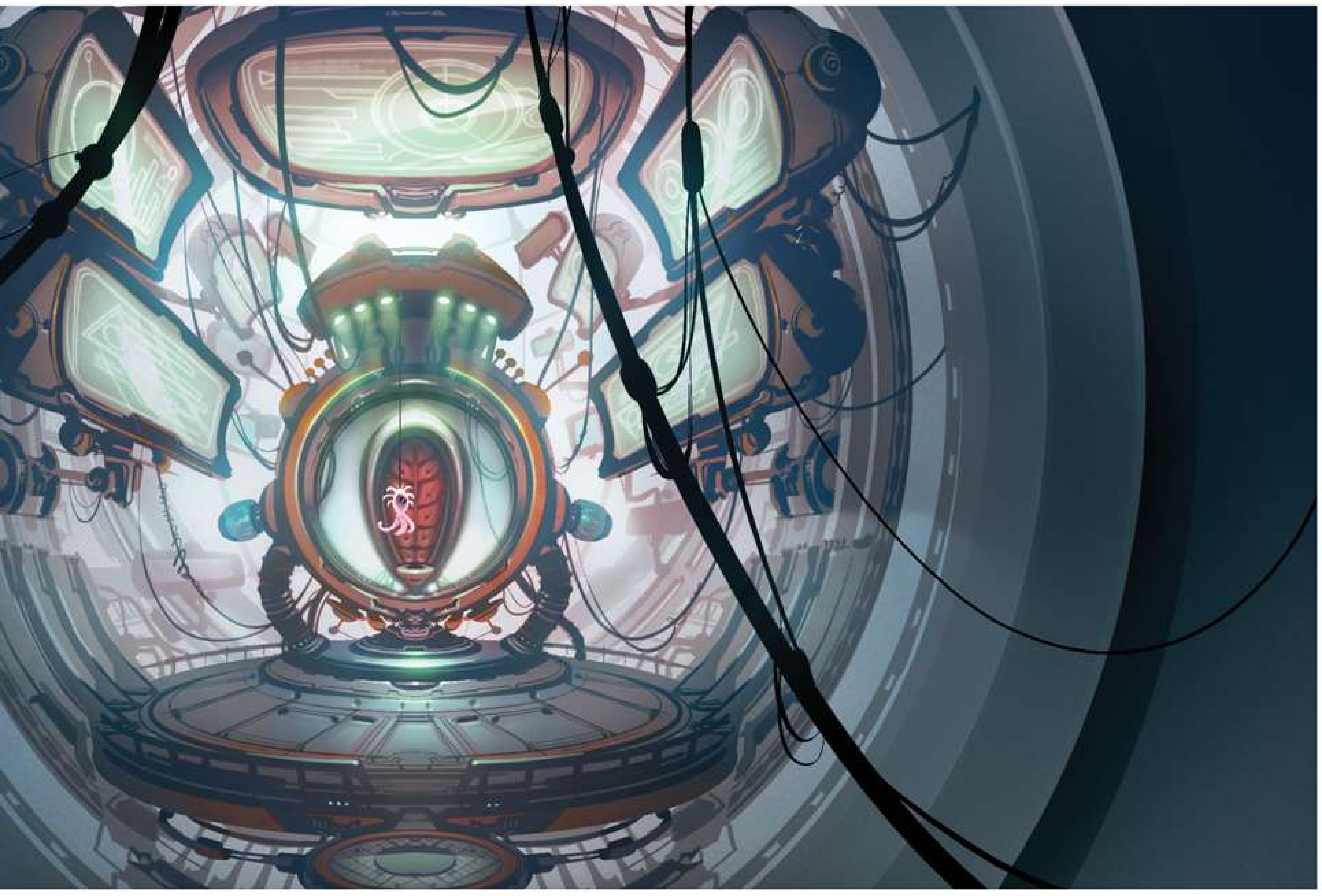








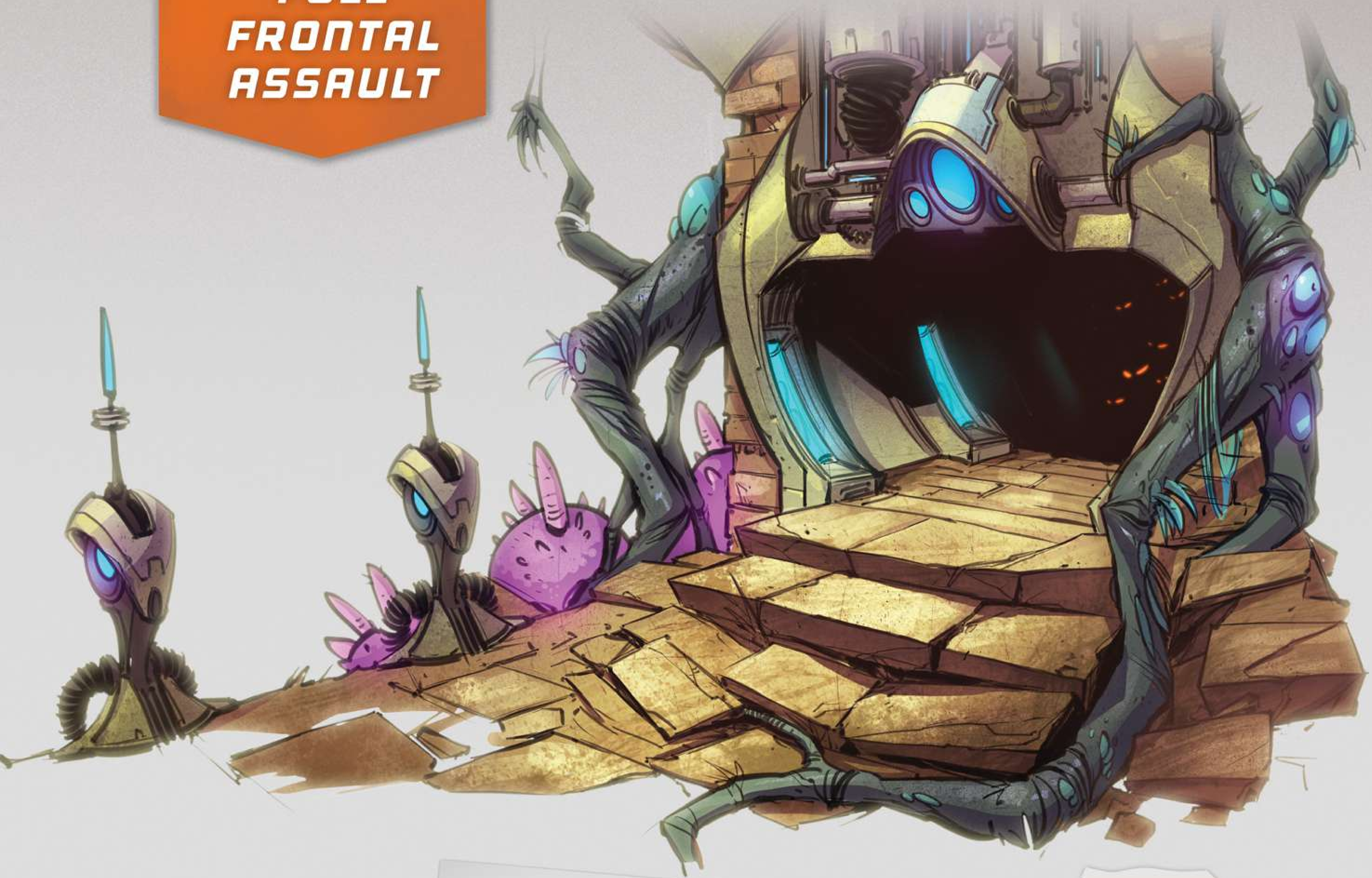


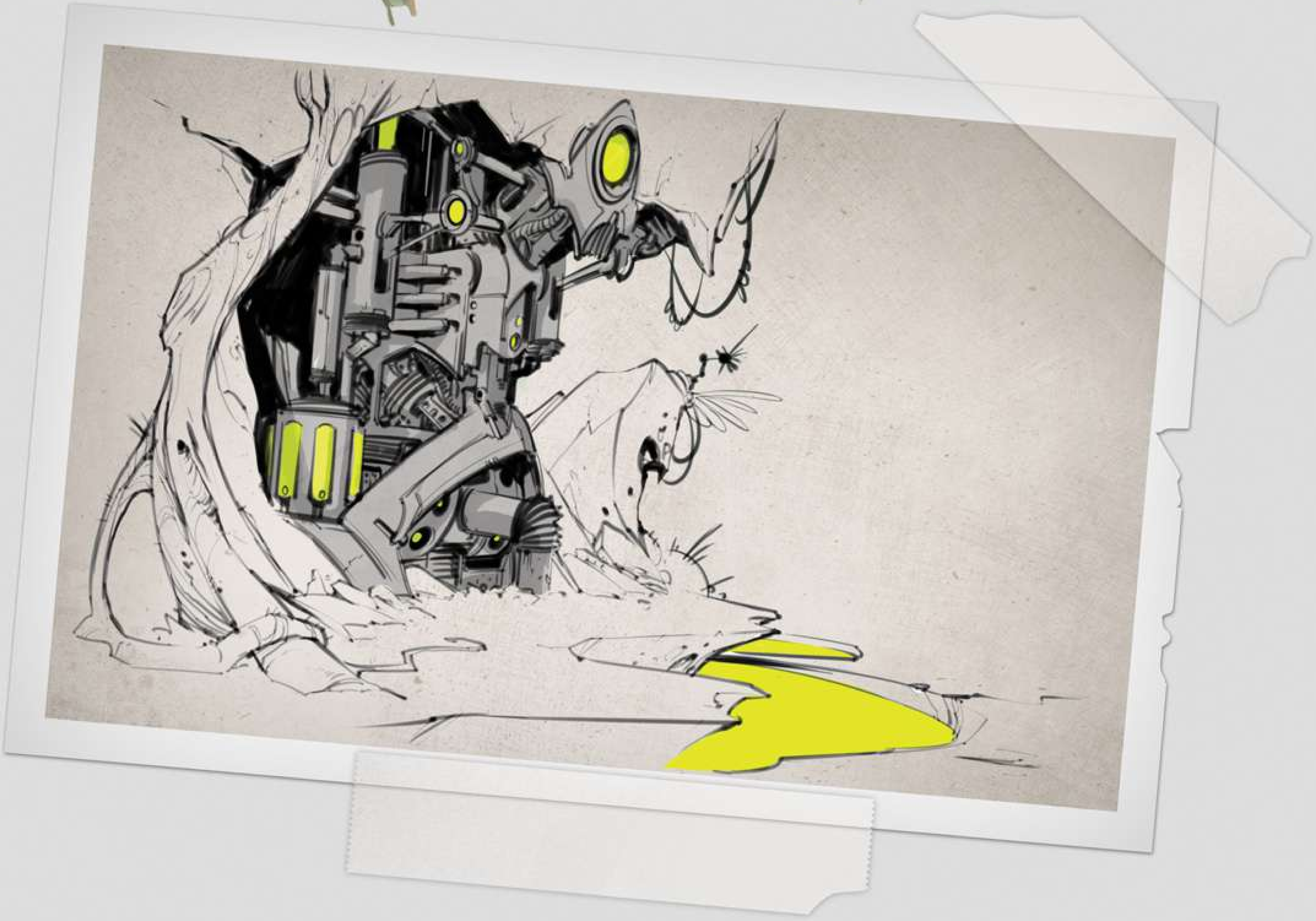


SORTING FACILITY

Collecting the critters on Magnus was no simple task, so we designed a robust factory to handle the job.

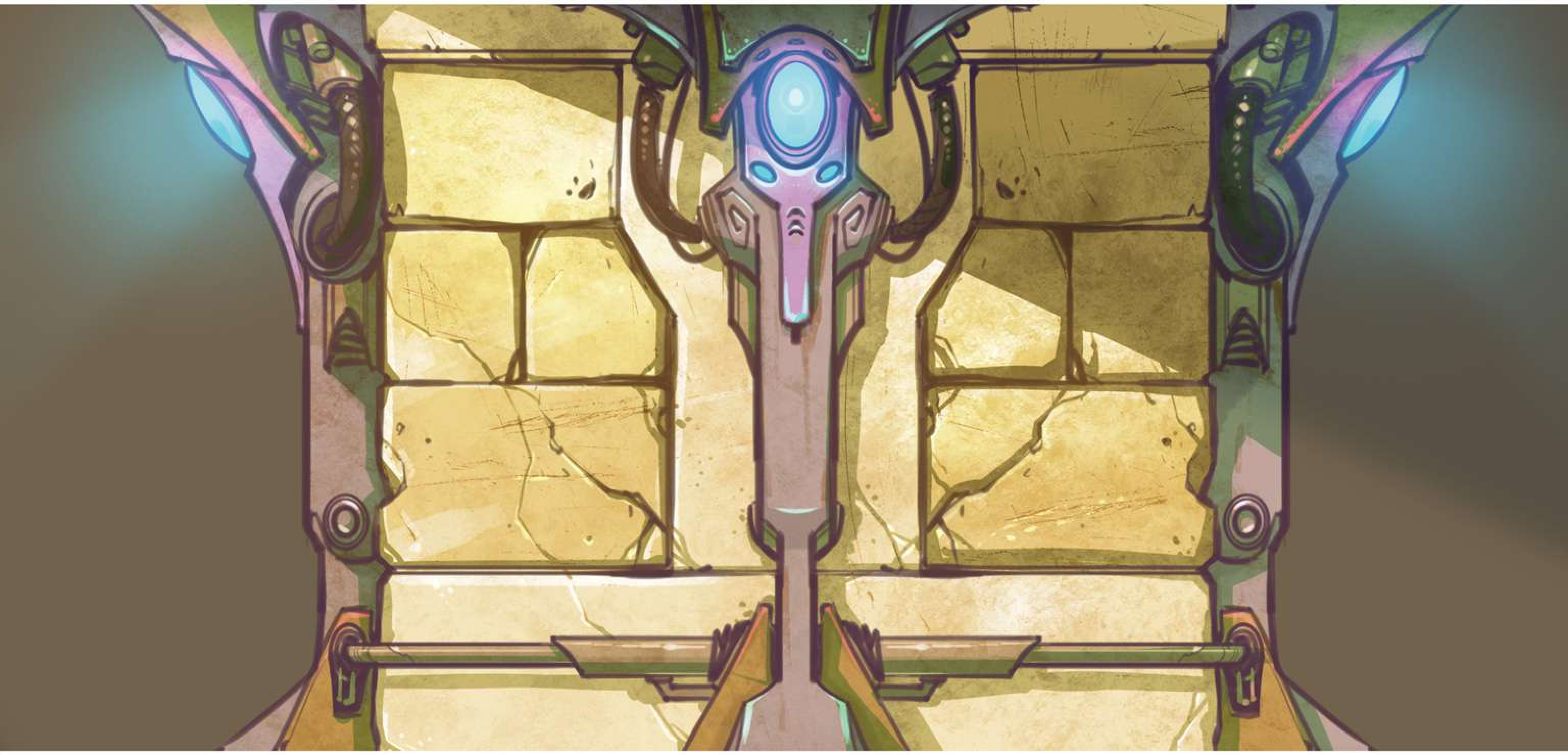
FULL FRONTAL ASSAULT

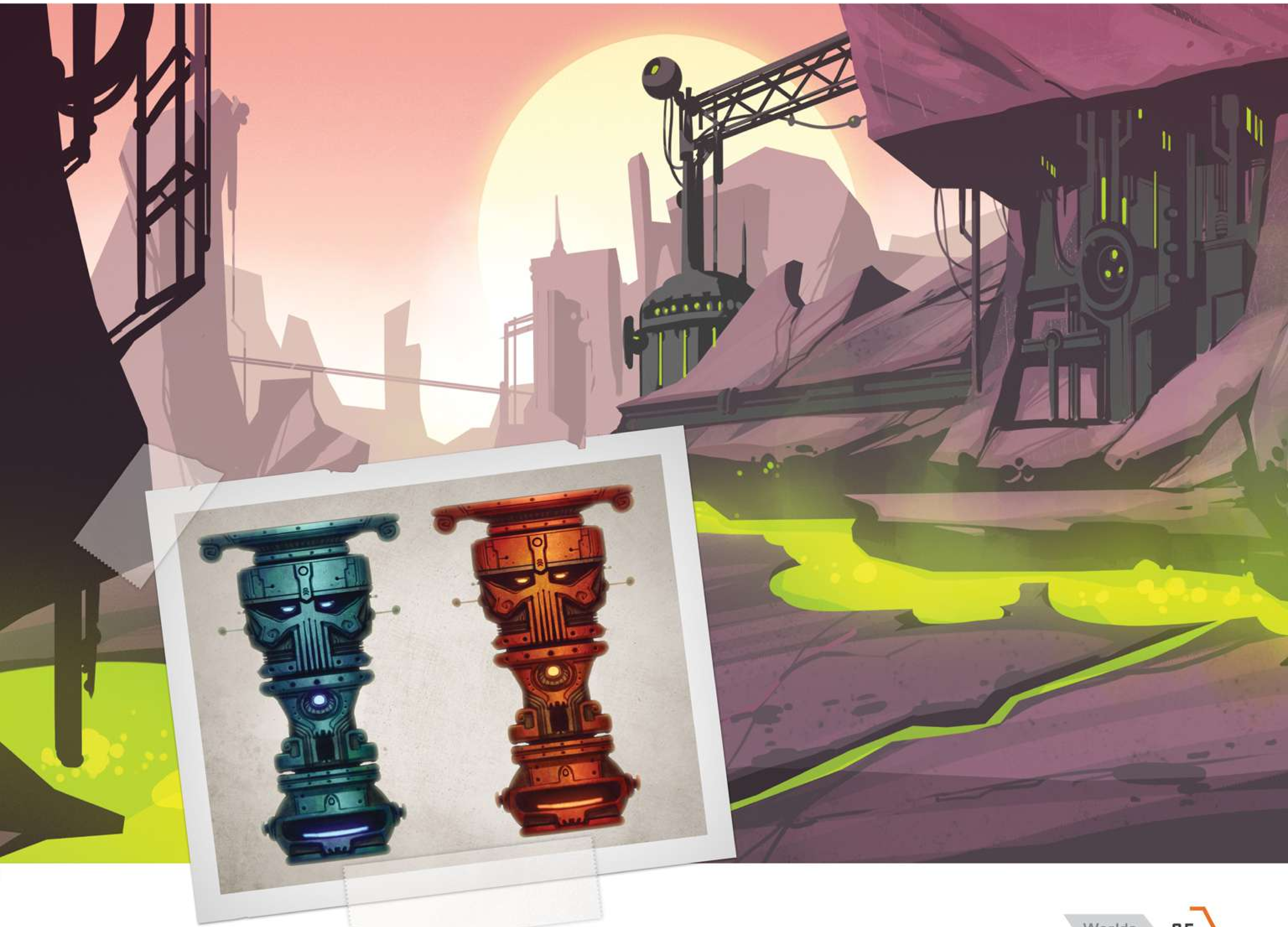


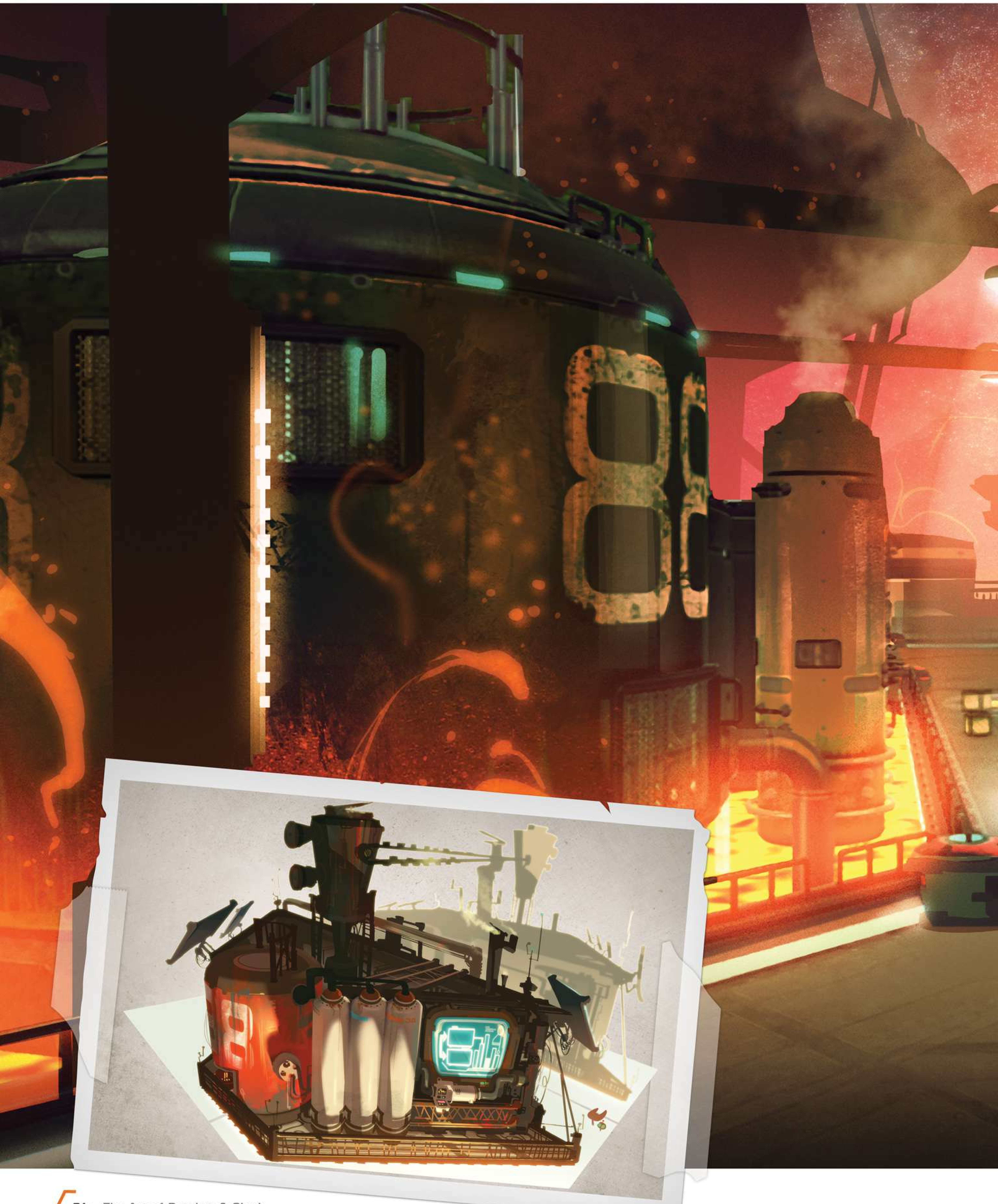


ACID RUINS

This planet oozed lethal acid from pools. An ancient race attempted to colonize it, but hostile conditions eventually caused it to be abandoned.







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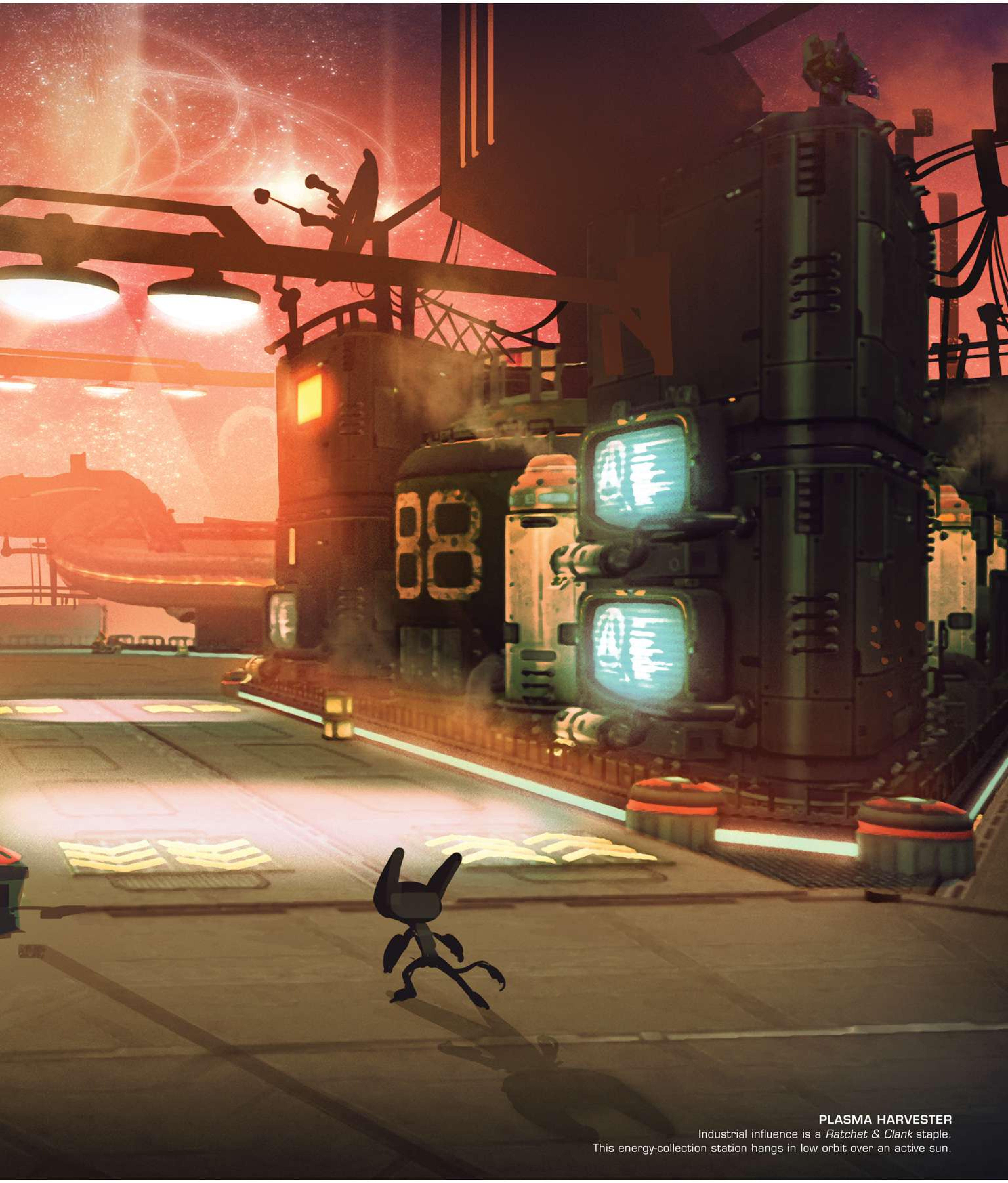
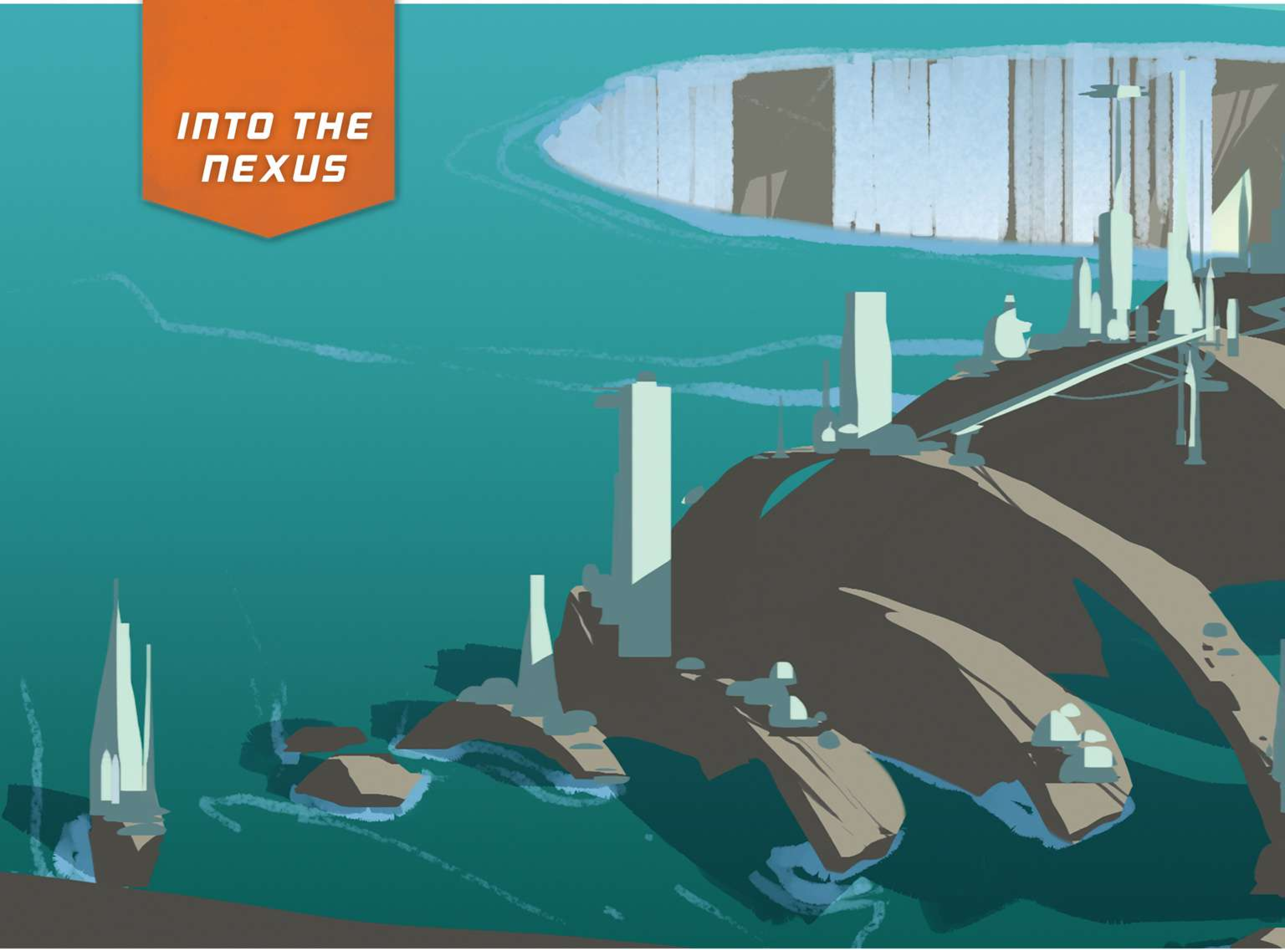
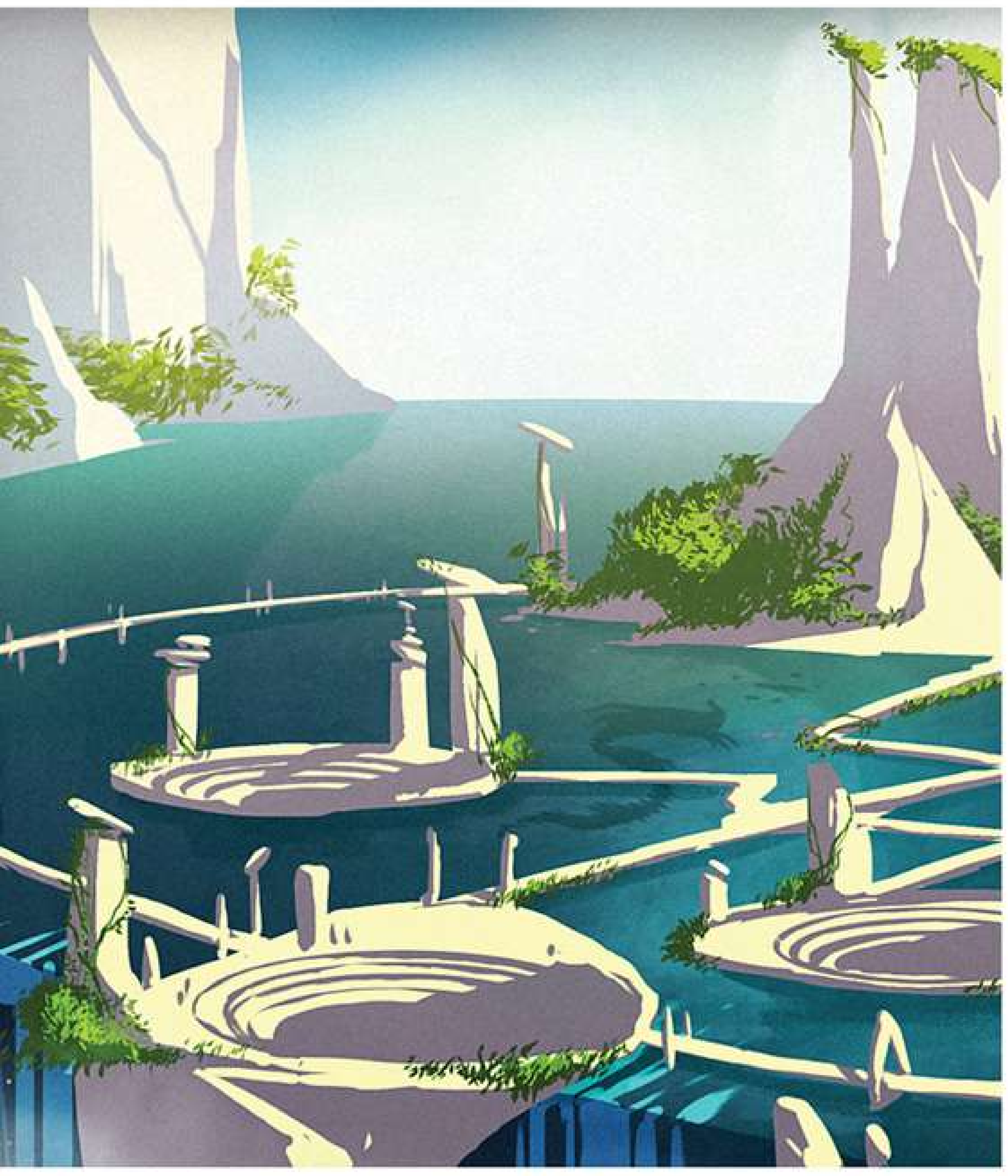


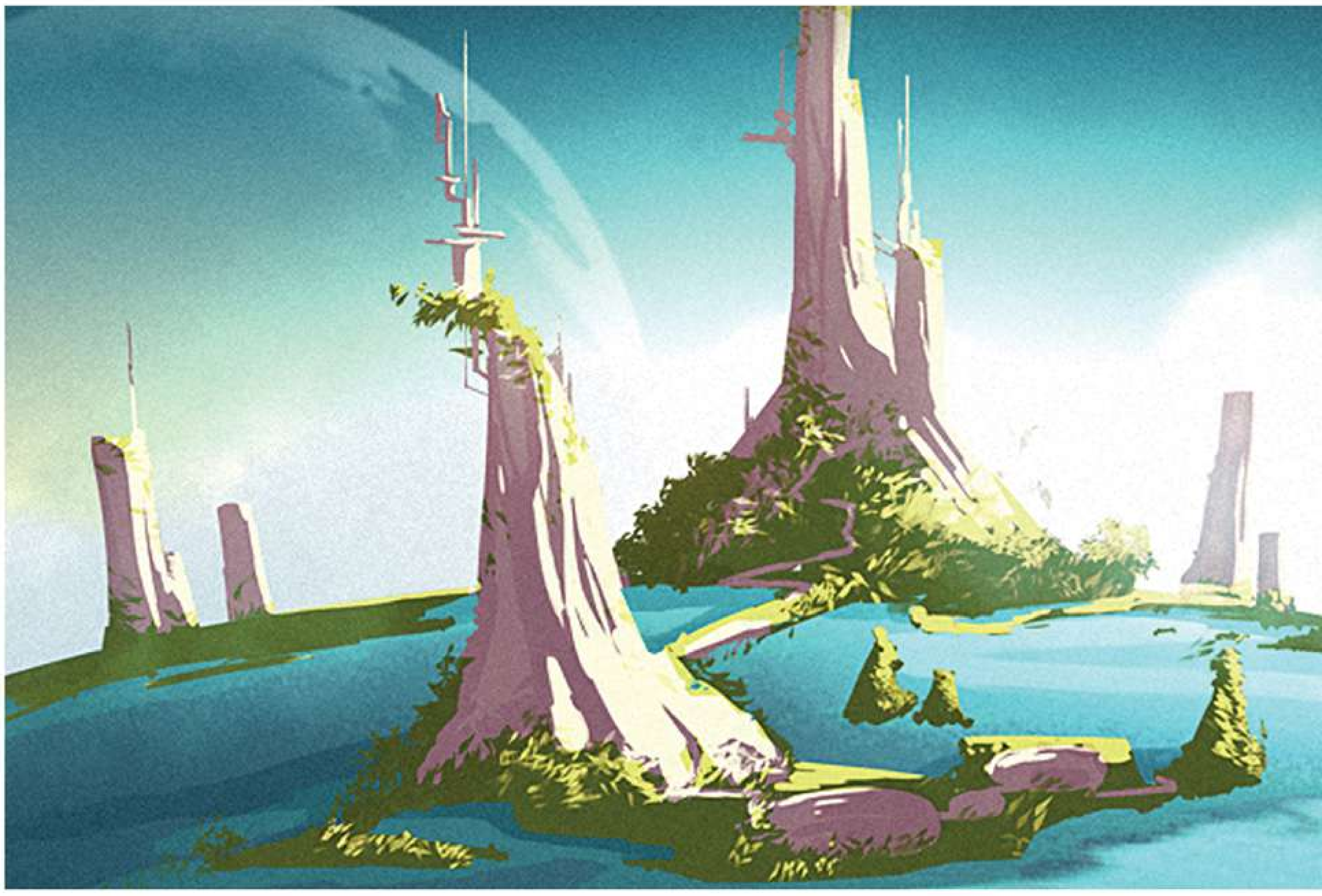
PLASMA HARVESTER

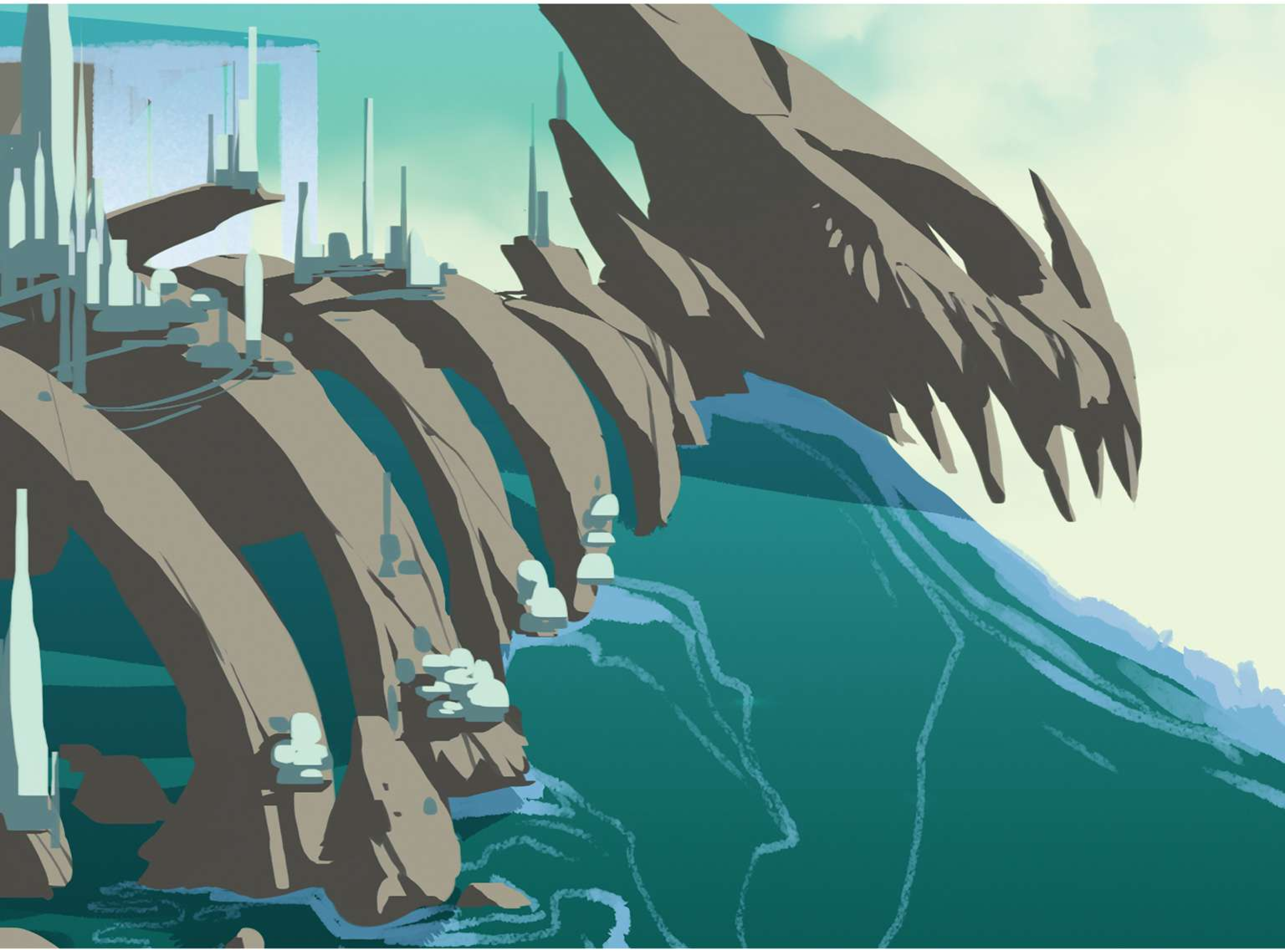
Industrial influence is a *Ratchet & Clank* staple.
This energy-collection station hangs in low orbit over an active sun.

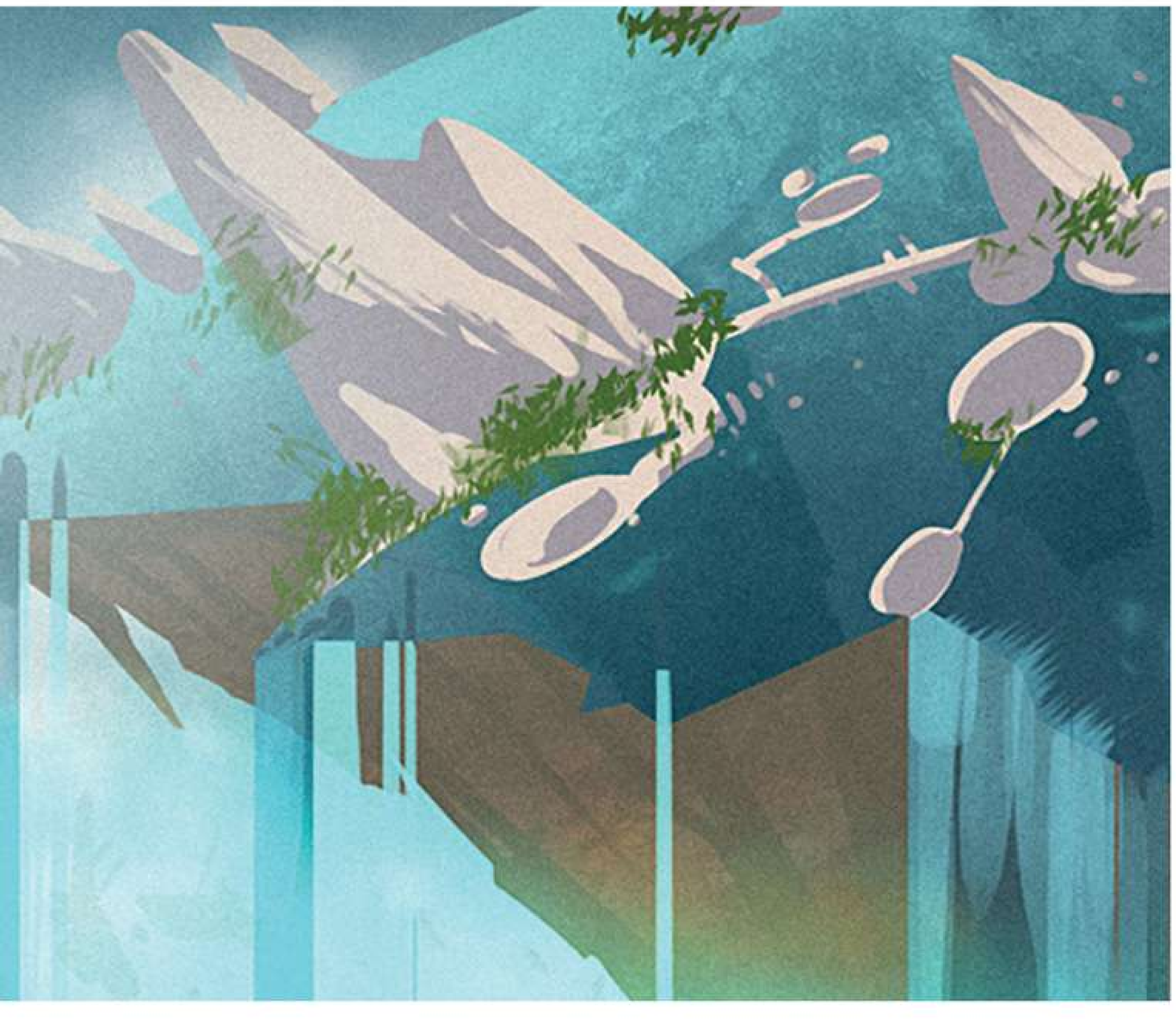
INTO THE NEXUS

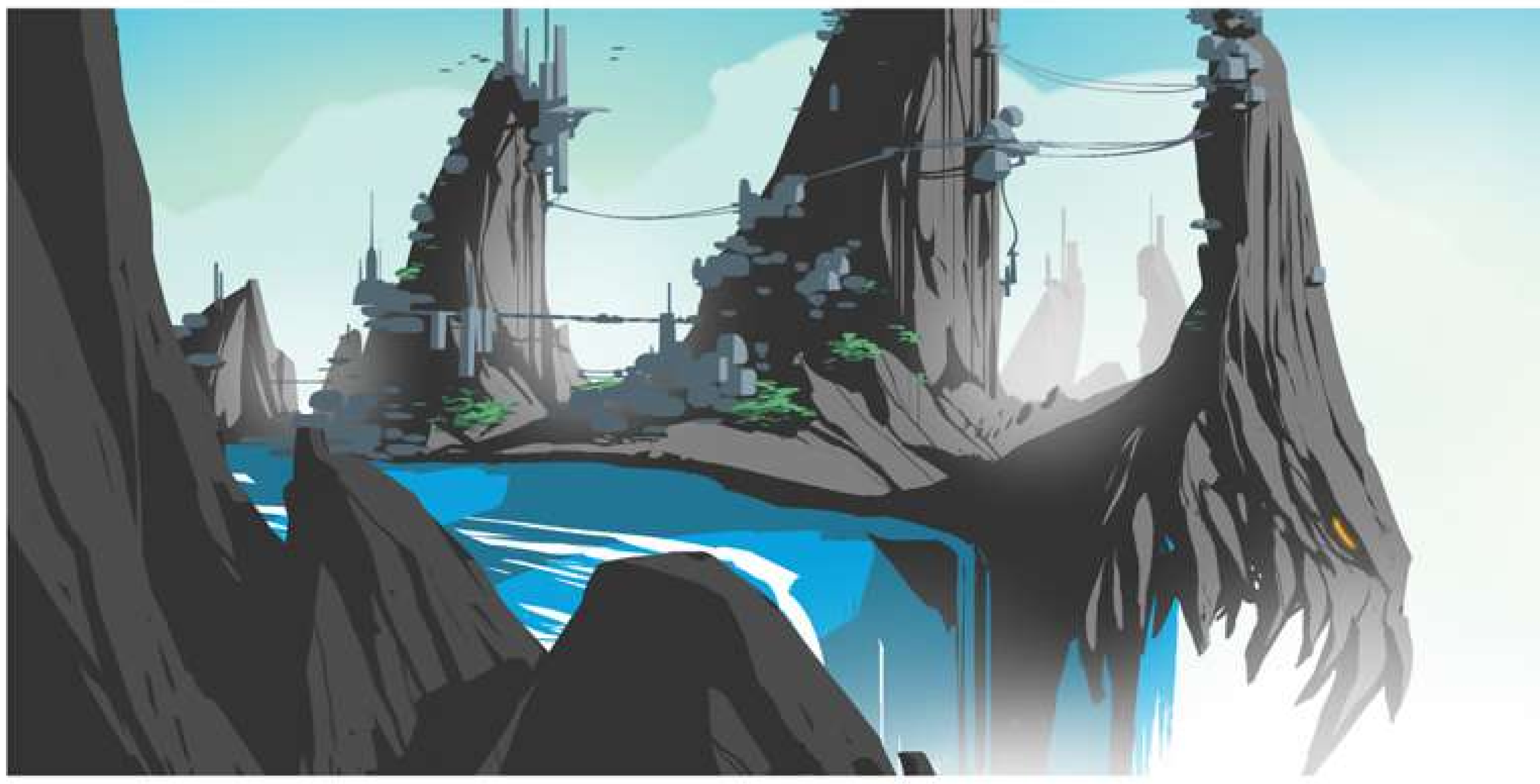






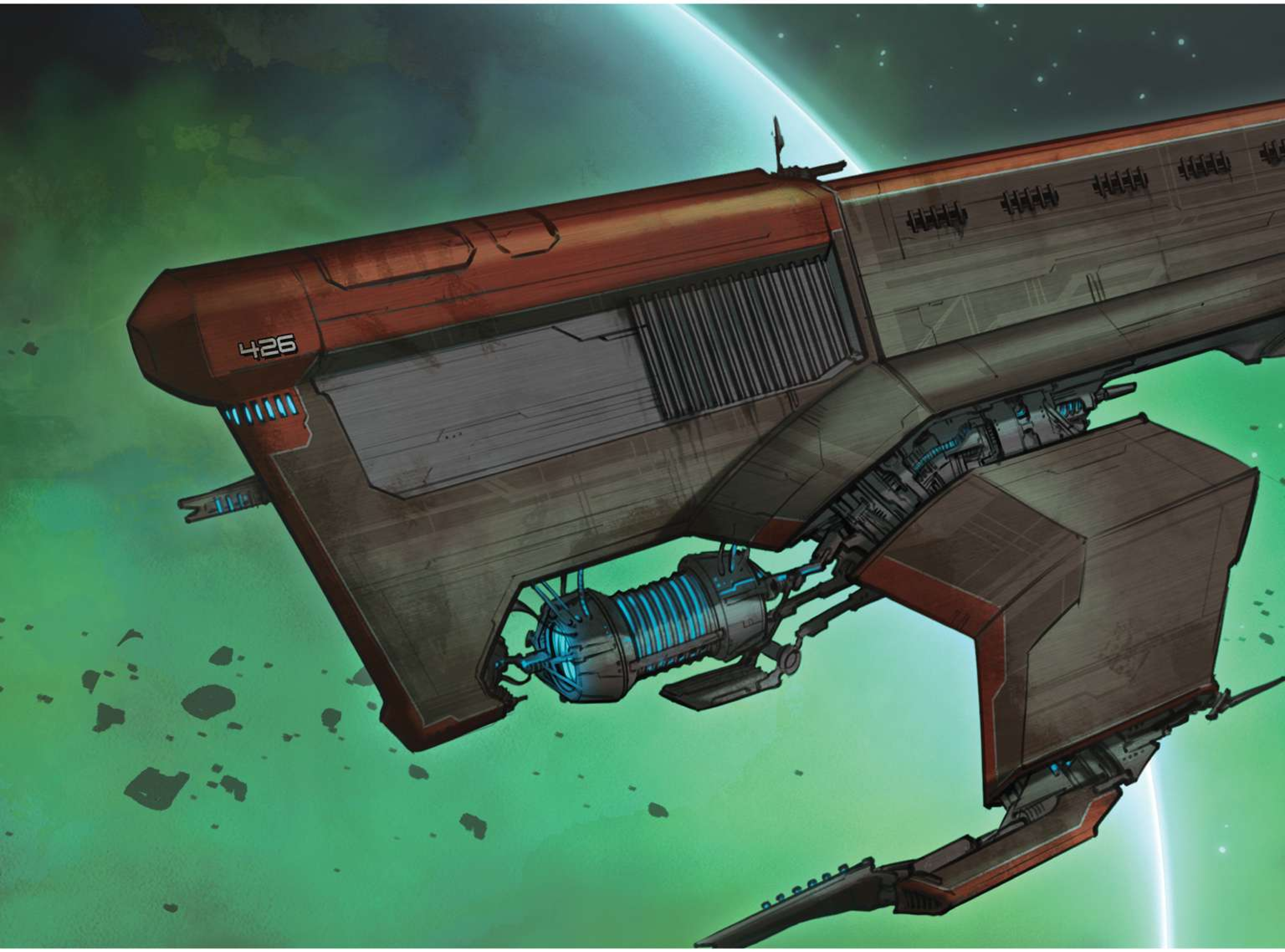






ANCIENT CITY

Ancient cities sat at the precipice of what seemed like that planet's edge. Buildings and structures were constructed on the fossils of giant creatures from eons past.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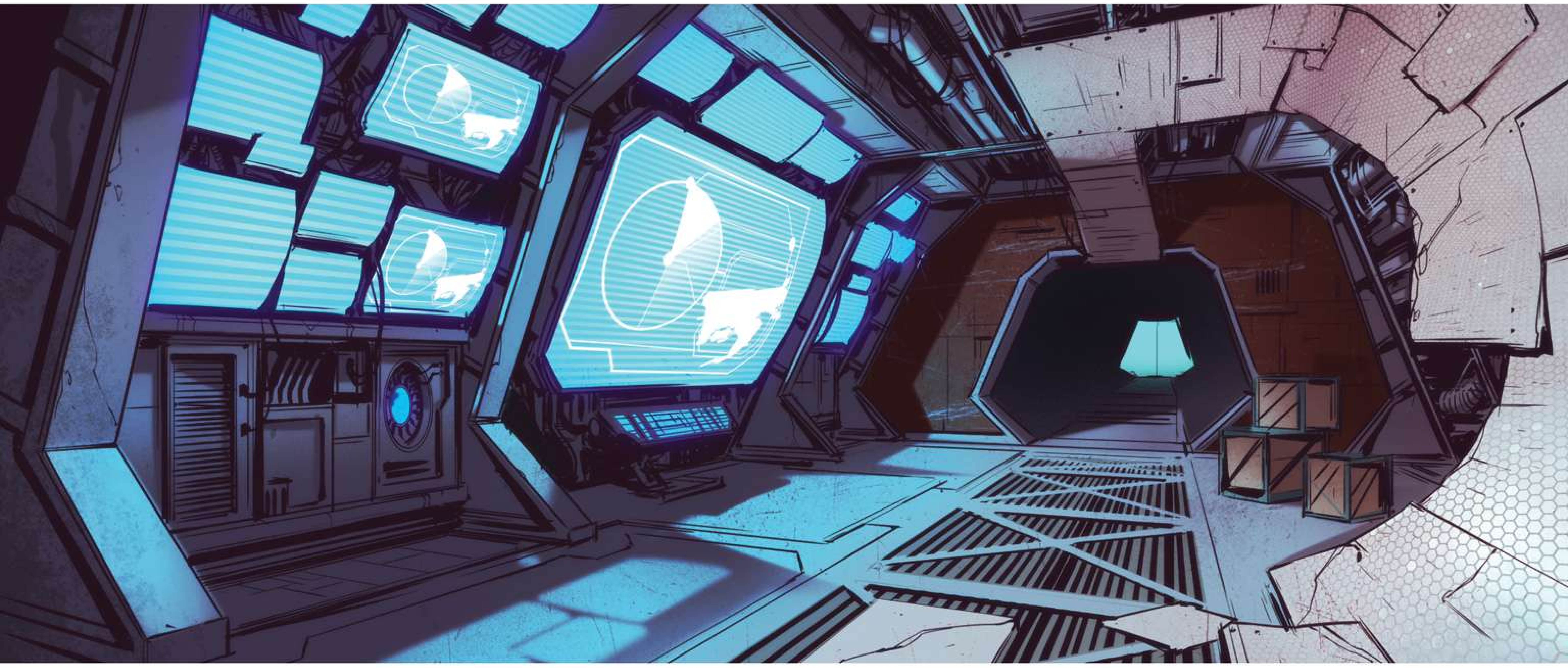
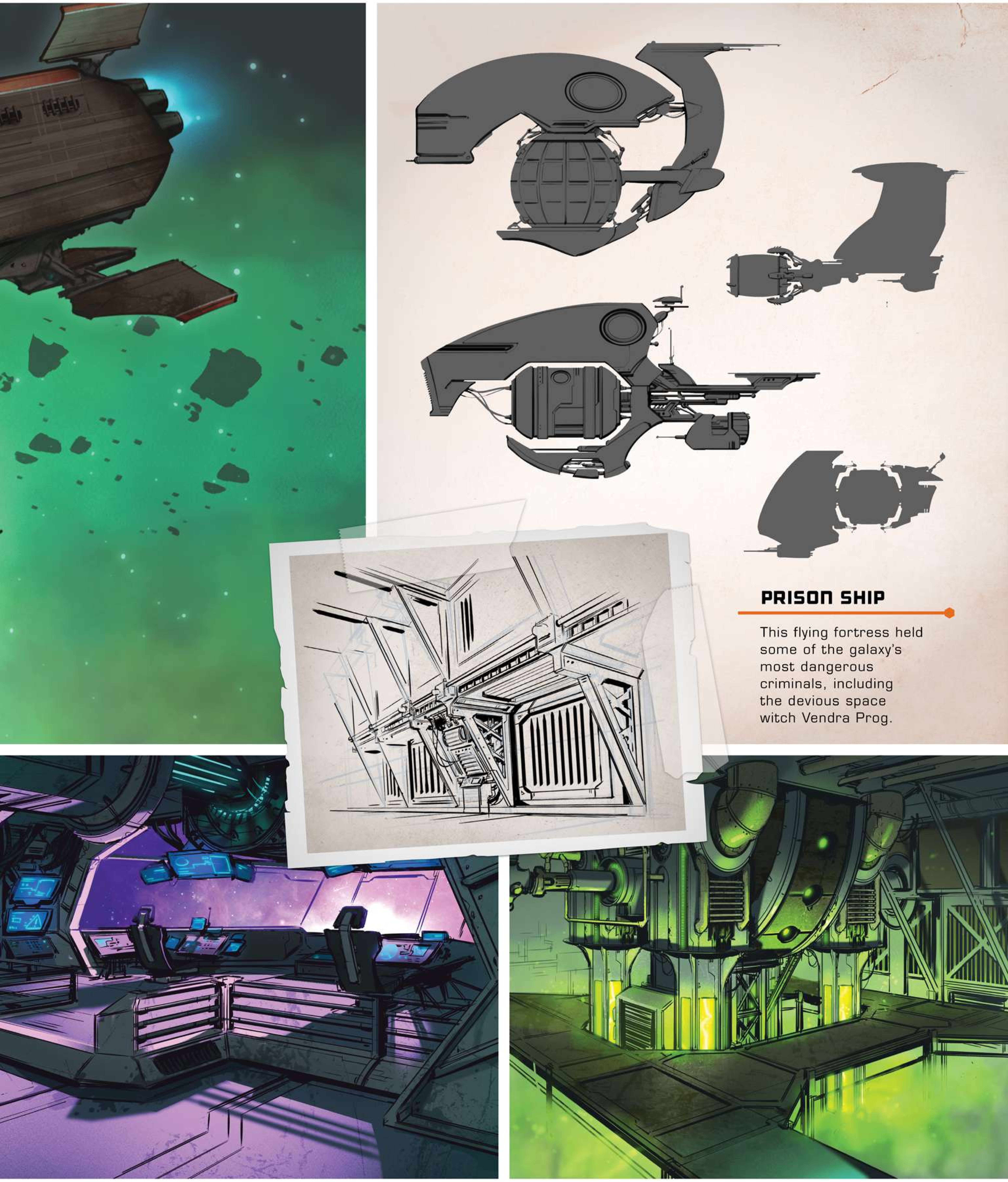
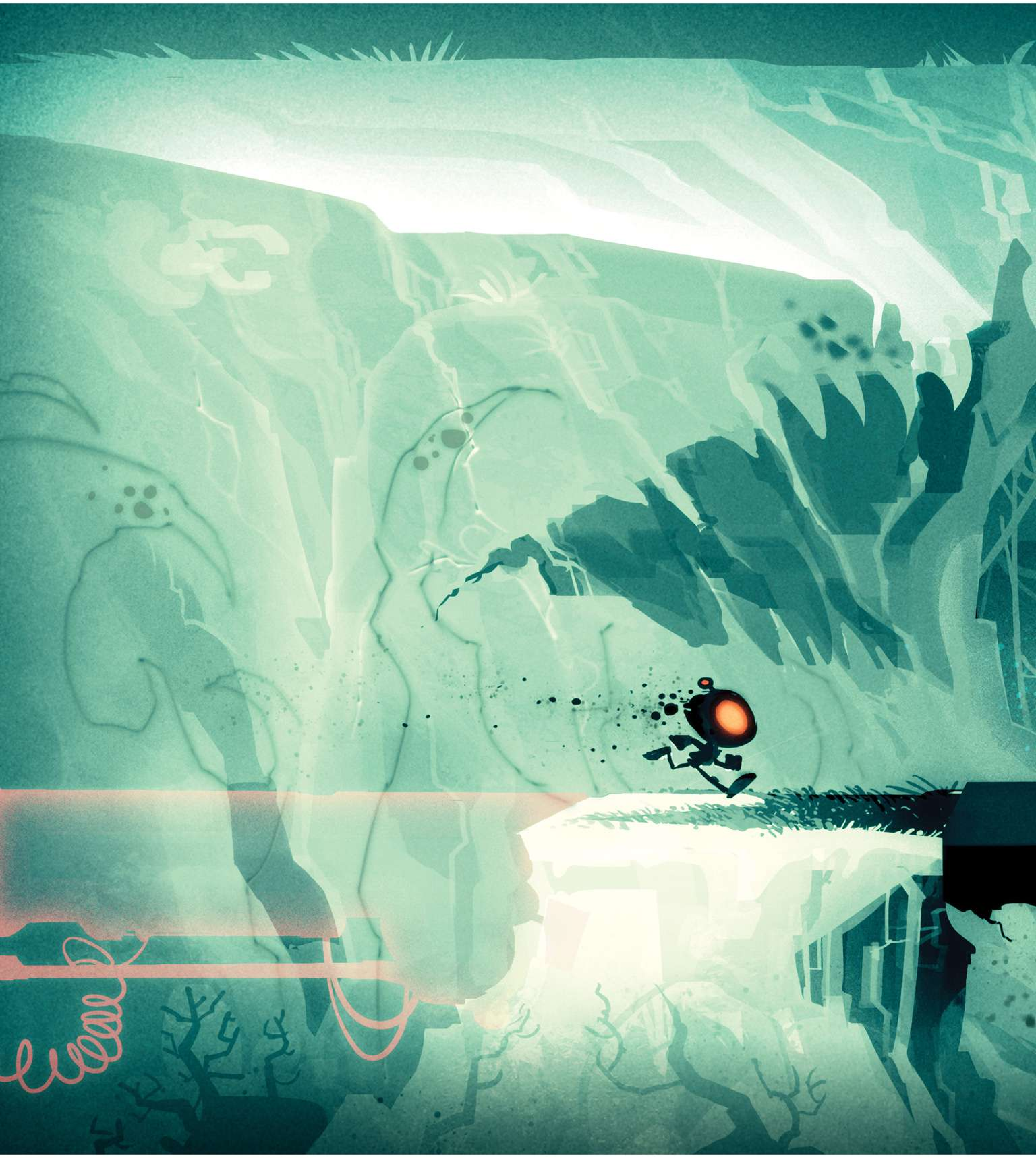
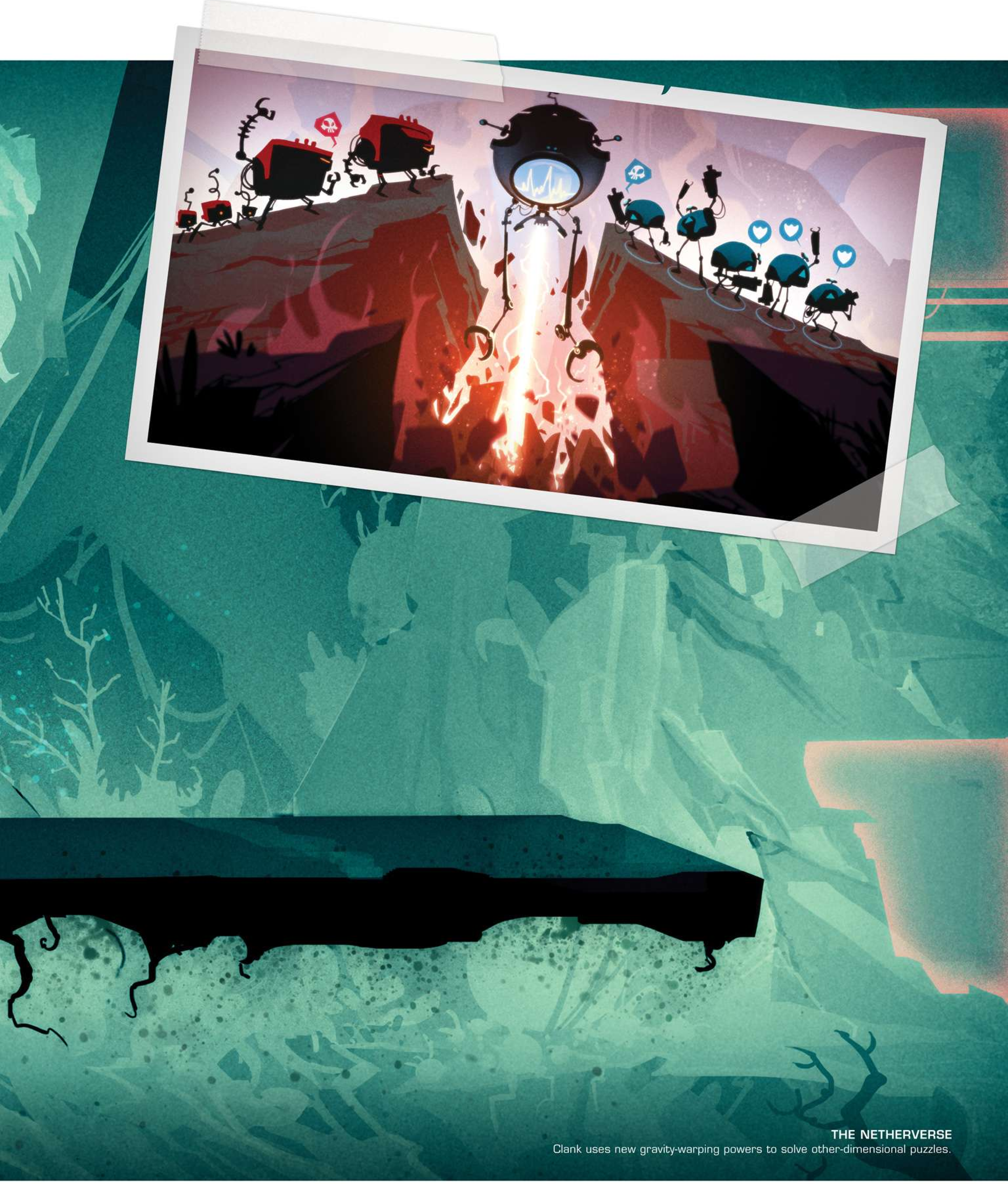




PRISON SHIP

This flying fortress held some of the galaxy's most dangerous criminals, including the devious space witch Vendra Prog.





THE NETHERVERSE

Clank uses new gravity-warping powers to solve other-dimensional puzzles.

5

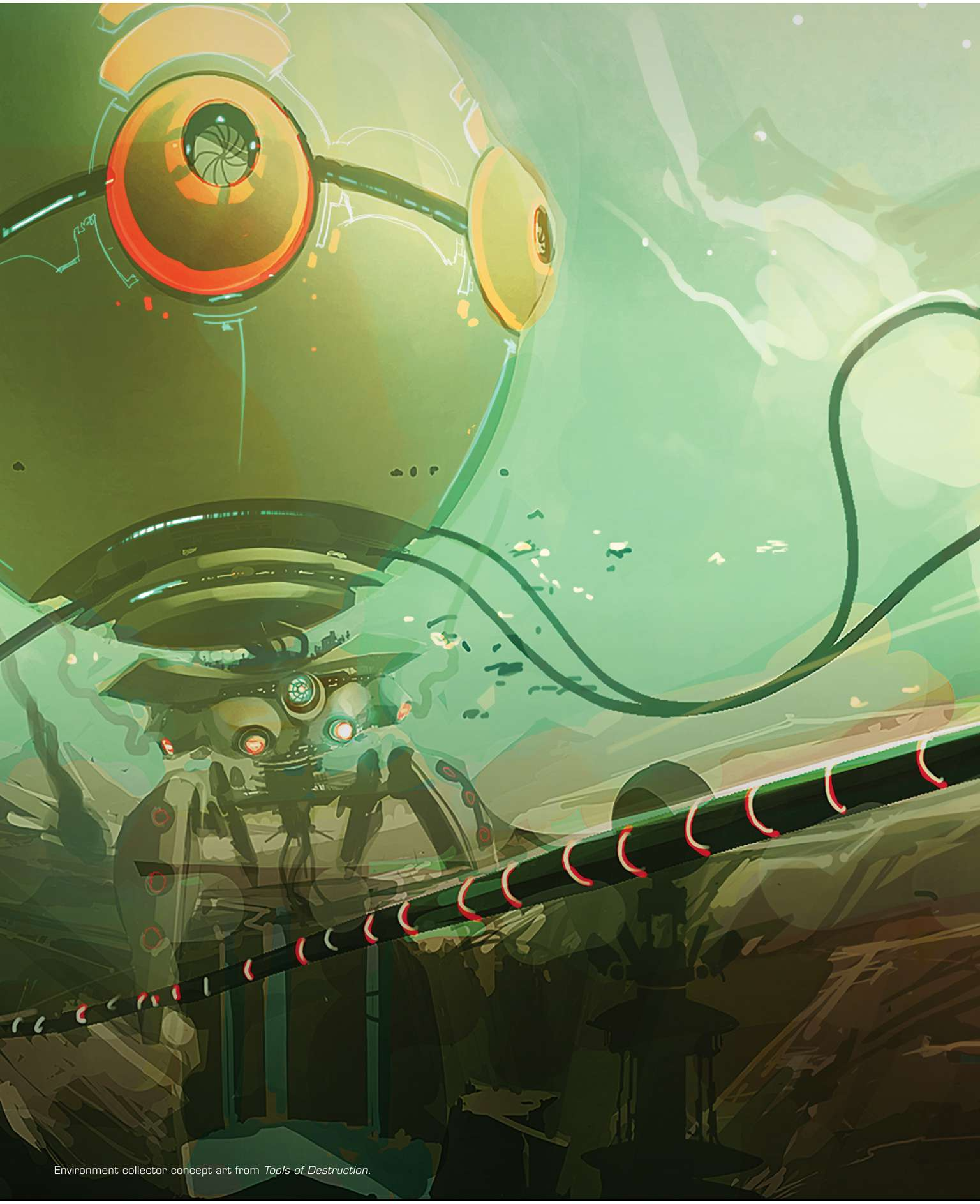
FIFTEEN YEARS OF RATCHET AND CLANK

In 2002, Insomniac would never have imagined that Ratchet and Clank would still be going strong a decade and a half later.

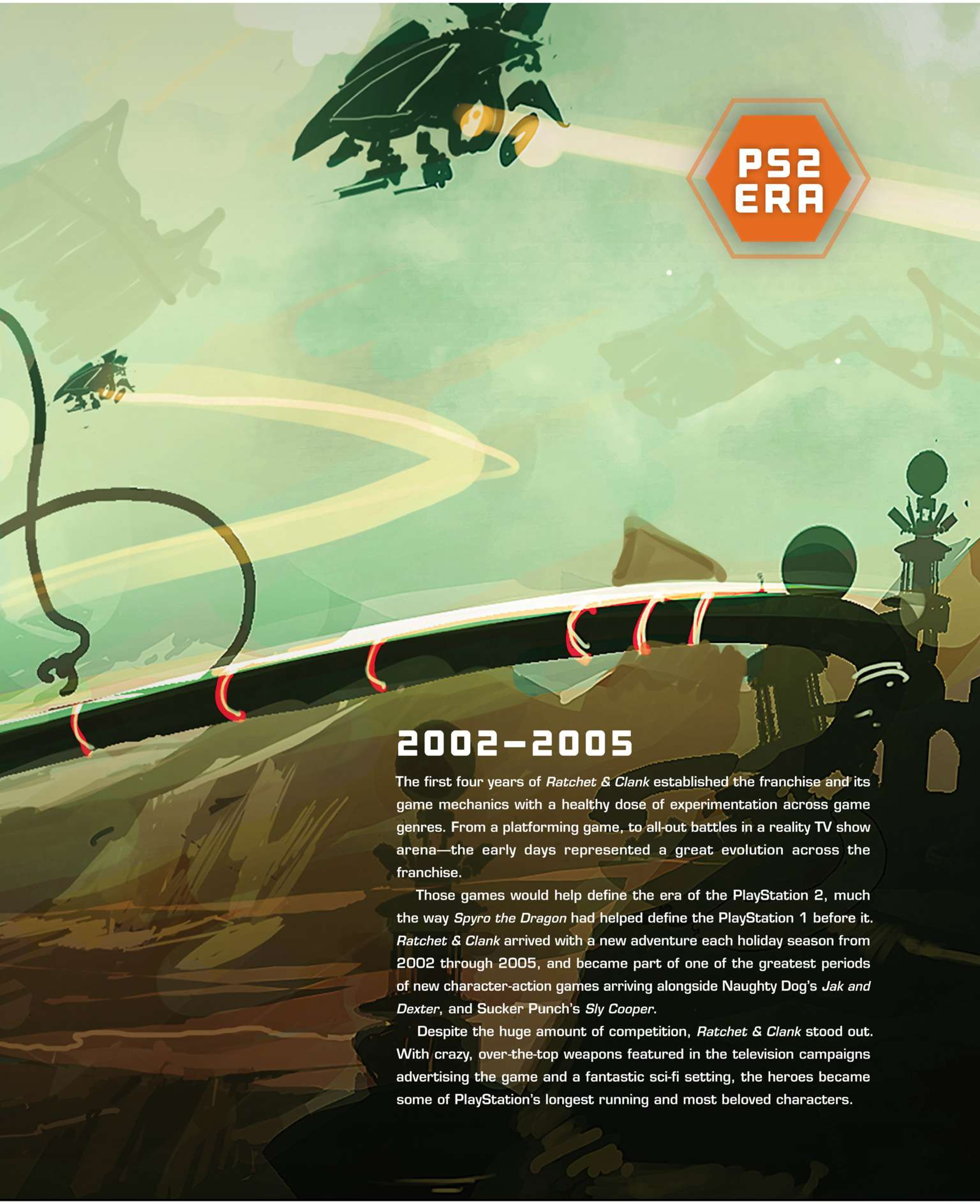
Ratchet & Clank has charmed PlayStation fans for fifteen years, and has hit all sorts of milestones in that time. Its first four PlayStation 2 games all earned "Greatest Hits" status and *Ratchet & Clank* was the first Western-developed game to be bundled with a game console in Japan.

The duo's eleven PlayStation console games have run the gamut from single-player adventures, to online competitive multiplayer, to four-player fun for the entire family. In 2016, a major motion picture hit theaters around the world, bringing Ratchet and Clank to the big screen for the first time. The duo has starred in spin-offs, had their own comics series, action figures, and much more.

Now let's take a look back at those eleven games, from the initial appearance on PlayStation 2, to 2016's re-imagining of that original game. This full view of the franchise explores where it has been and hints at where it is heading beyond 2018.



Environment collector concept art from *Tools of Destruction*.



PS2 ERA

2002–2005

The first four years of *Ratchet & Clank* established the franchise and its game mechanics with a healthy dose of experimentation across game genres. From a platforming game, to all-out battles in a reality TV show arena—the early days represented a great evolution across the franchise.

Those games would help define the era of the PlayStation 2, much the way *Spyro the Dragon* had helped define the PlayStation 1 before it. *Ratchet & Clank* arrived with a new adventure each holiday season from 2002 through 2005, and became part of one of the greatest periods of new character-action games arriving alongside Naughty Dog's *Jak and Dexter*, and Sucker Punch's *Sly Cooper*.

Despite the huge amount of competition, *Ratchet & Clank* stood out. With crazy, over-the-top weapons featured in the television campaigns advertising the game and a fantastic sci-fi setting, the heroes became some of PlayStation's longest running and most beloved characters.

Ratchet & Clank

The modern third-person shooter didn't yet exist; *Ratchet & Clank* set out to make a new hybrid-style game. It imagined what would happen if the mascot from a platformer carried the big guns of a shooter.

The art reflected that as well. Planets had big, easy-to-read traversal paths, like a platformer, but they also had winding corridors, claustrophobic interiors, and cover pieces, like a shooter.

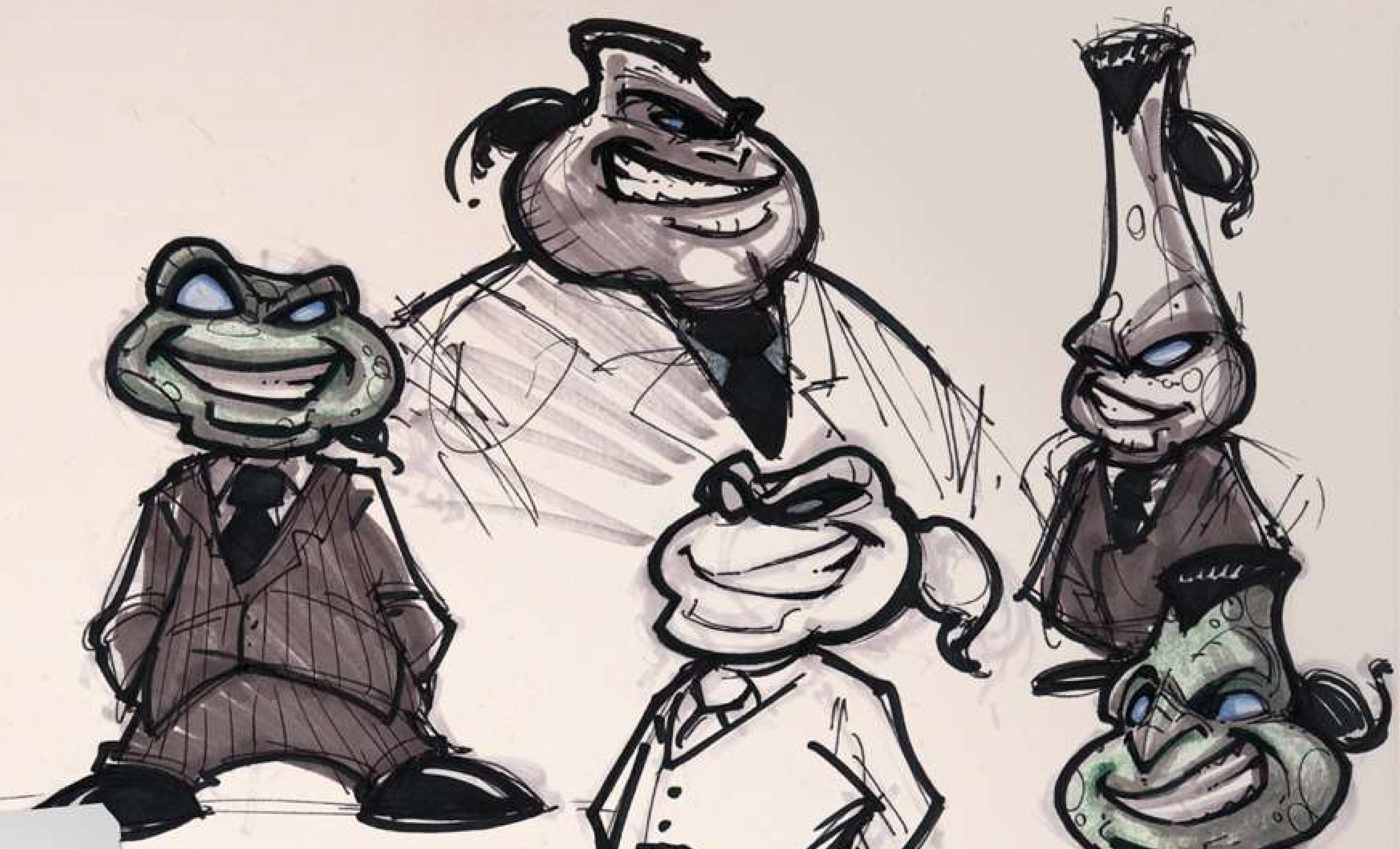
Game textures were all clean chrome and bright painted accents, a reaction to the prevailing 2001 aesthetic of rusty metal and catwalk grates. Architecture was plausible—there are no magic floating columns in *Ratchet & Clank*—but also chunky in its construction, like a Tonka truck. There are load-bearing columns, inset panels, and stainless steel rivets; and it wasn't just cool sci-fi buildings, but vegetation too. From the earliest dioramas, the art of *Ratchet & Clank* set out to combine sci-fi architecture with the natural world. Grass blades blend into the base of structures and roots thread through empty spaces. Everywhere you look, there's something interesting to see.

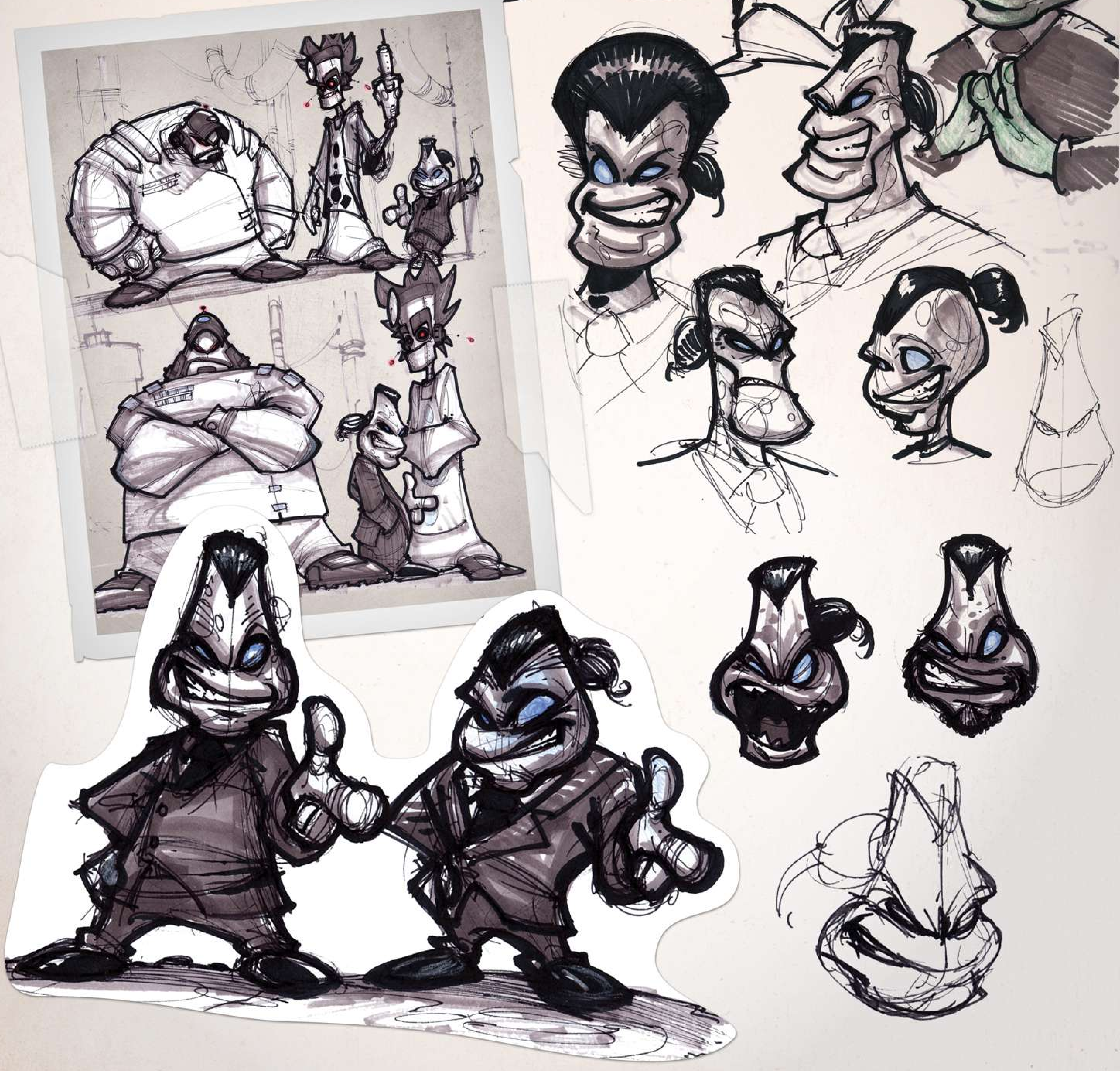
PS2 2002

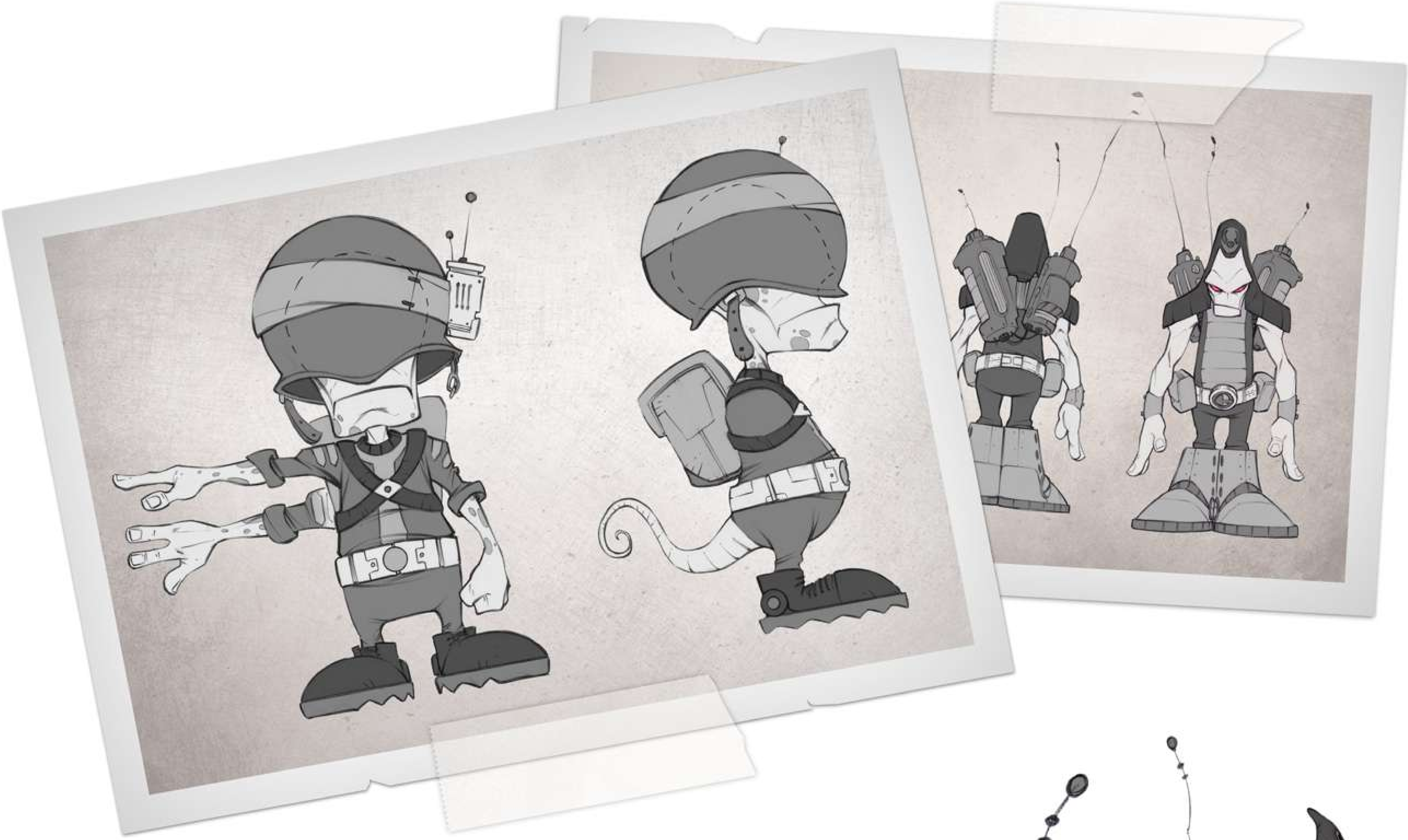
VILLAIN EXPLORATION

DREK

Slimy. Ruthless. Real estate tycoon. These were some of the phrases we used to kick off the design process of our first villain.

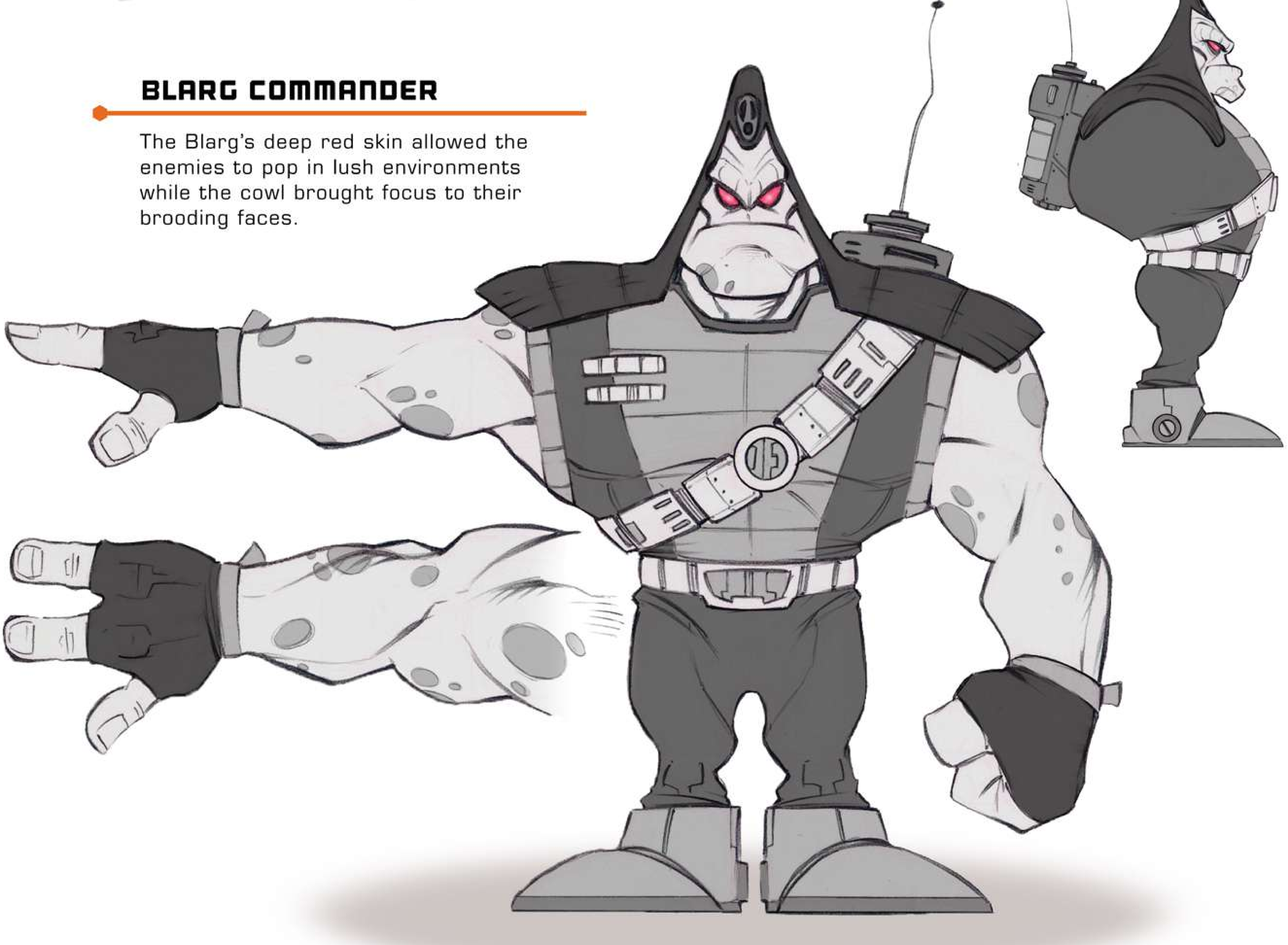






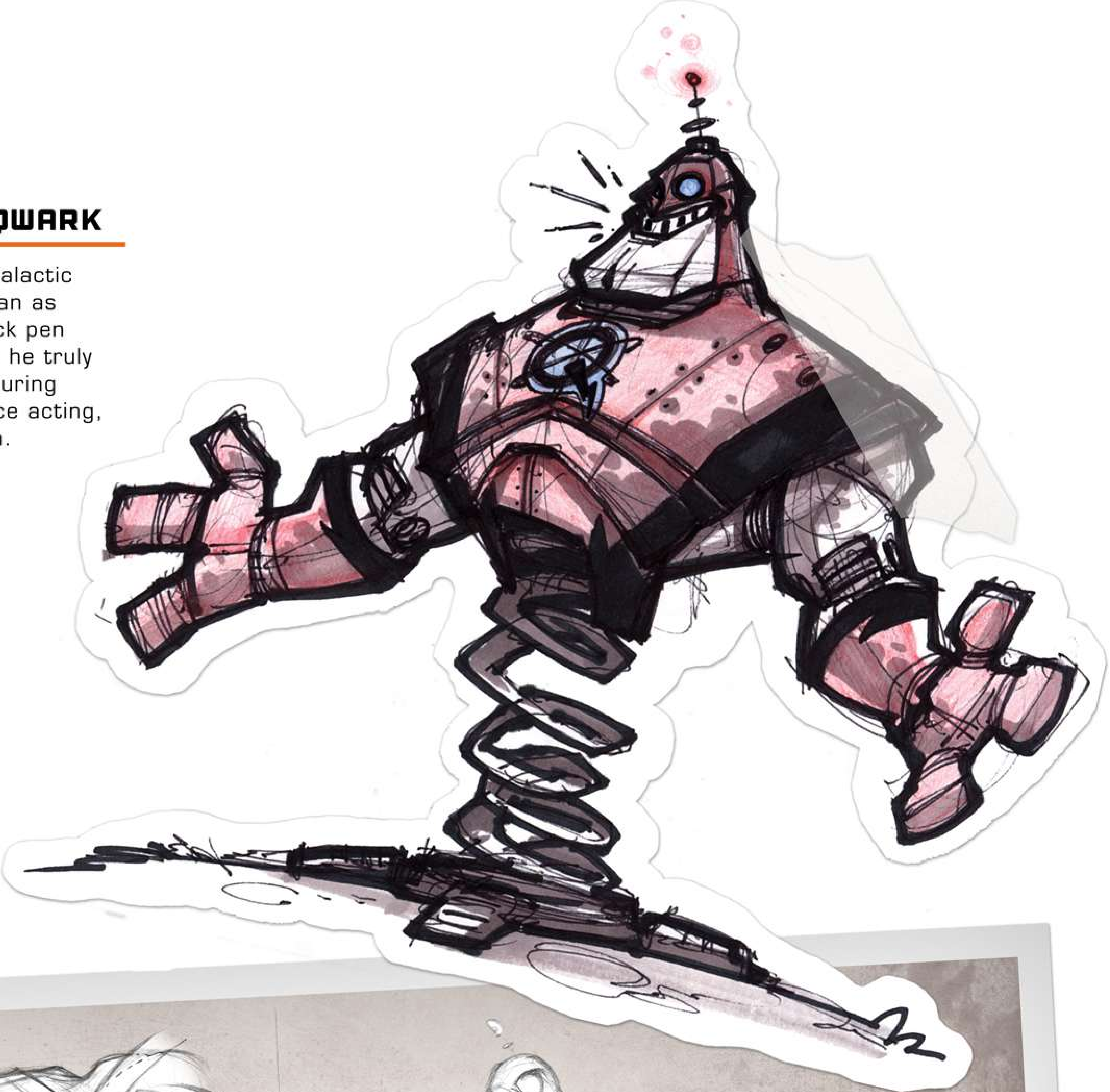
BLARG COMMANDER

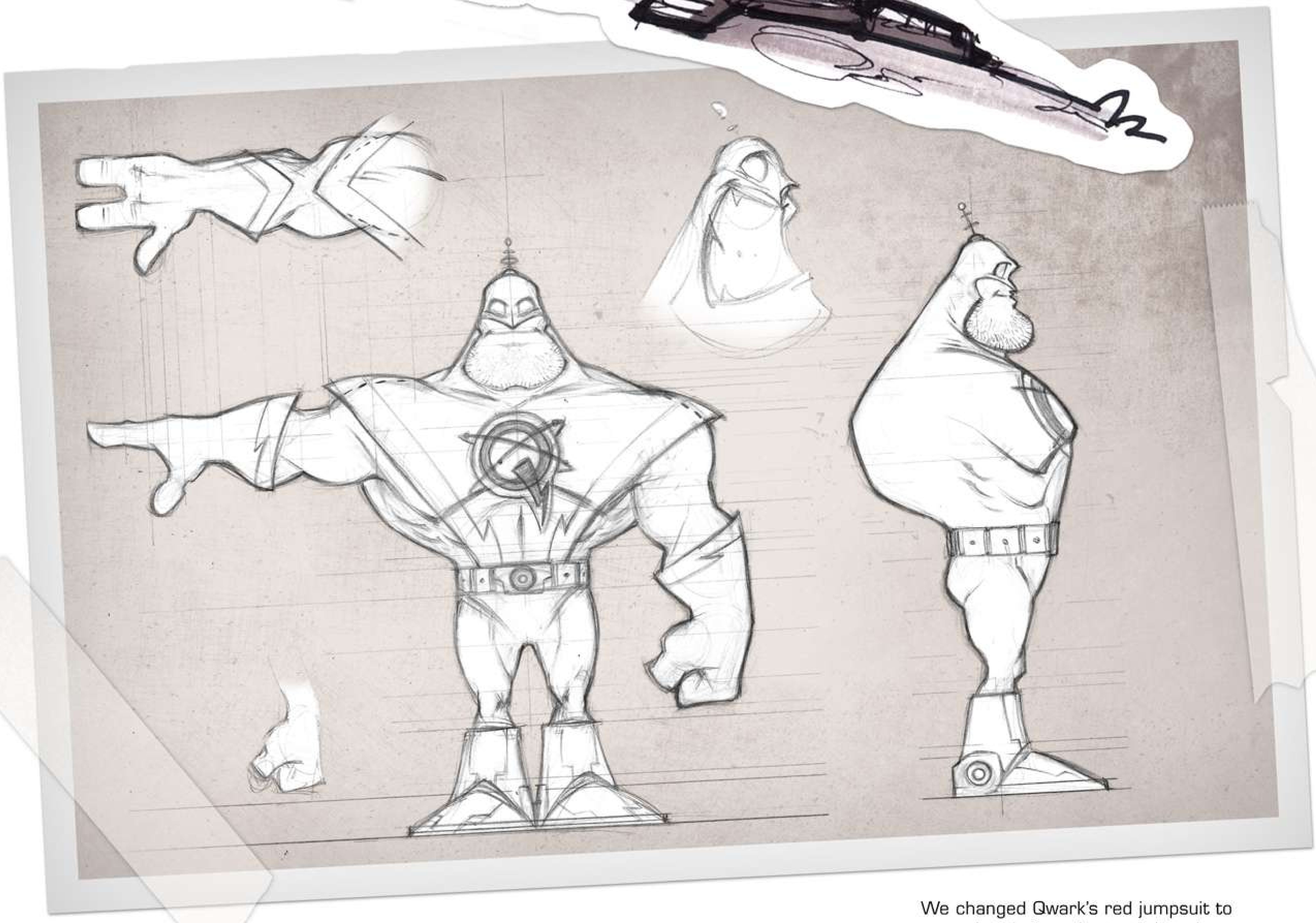
The Blarg's deep red skin allowed the enemies to pop in lush environments while the cowl brought focus to their brooding faces.



CAPTAIN QWARK

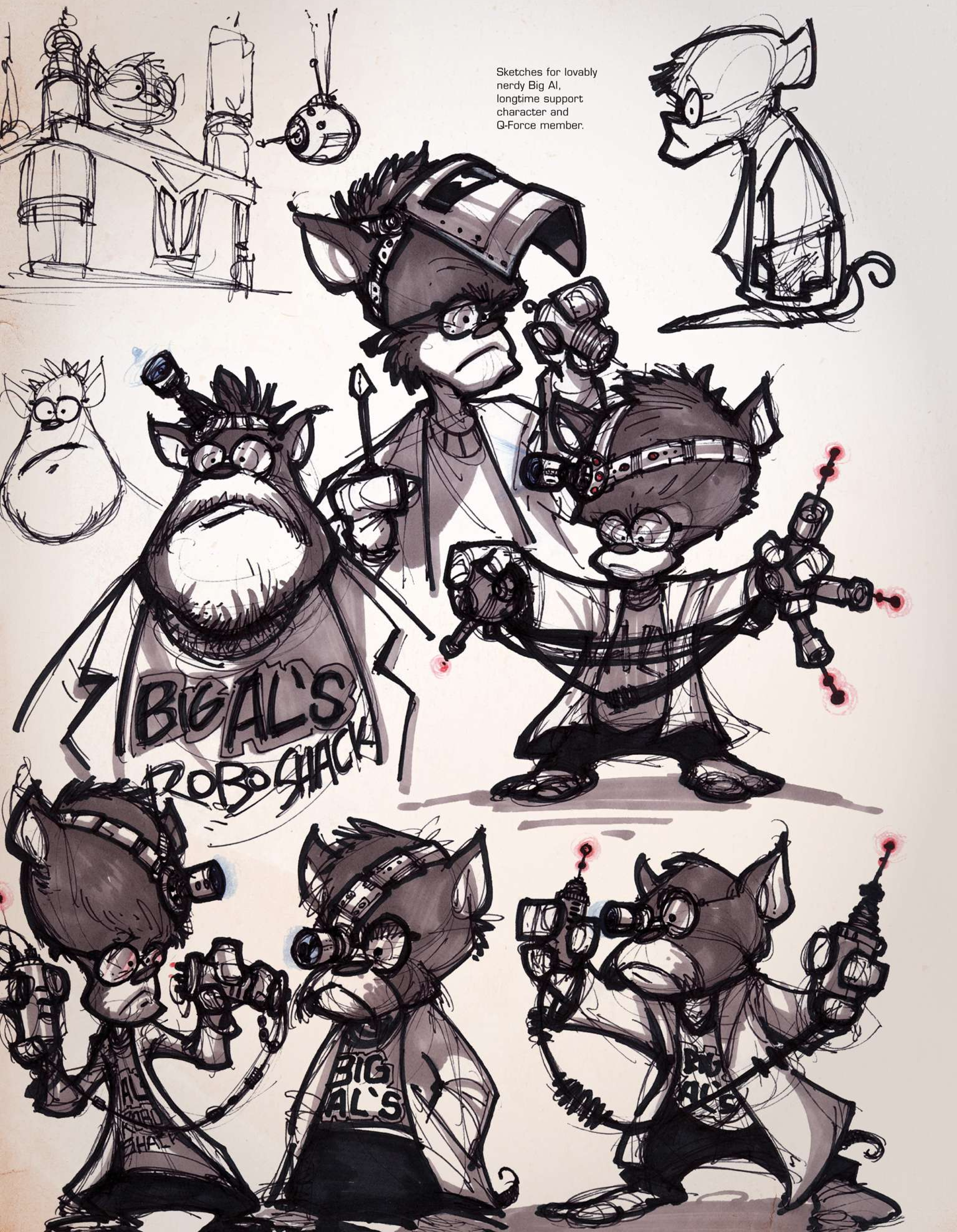
Our favorite galactic blowhard began as a page of quick pen scribbles, but he truly came to life during modeling, voice acting, and animation.

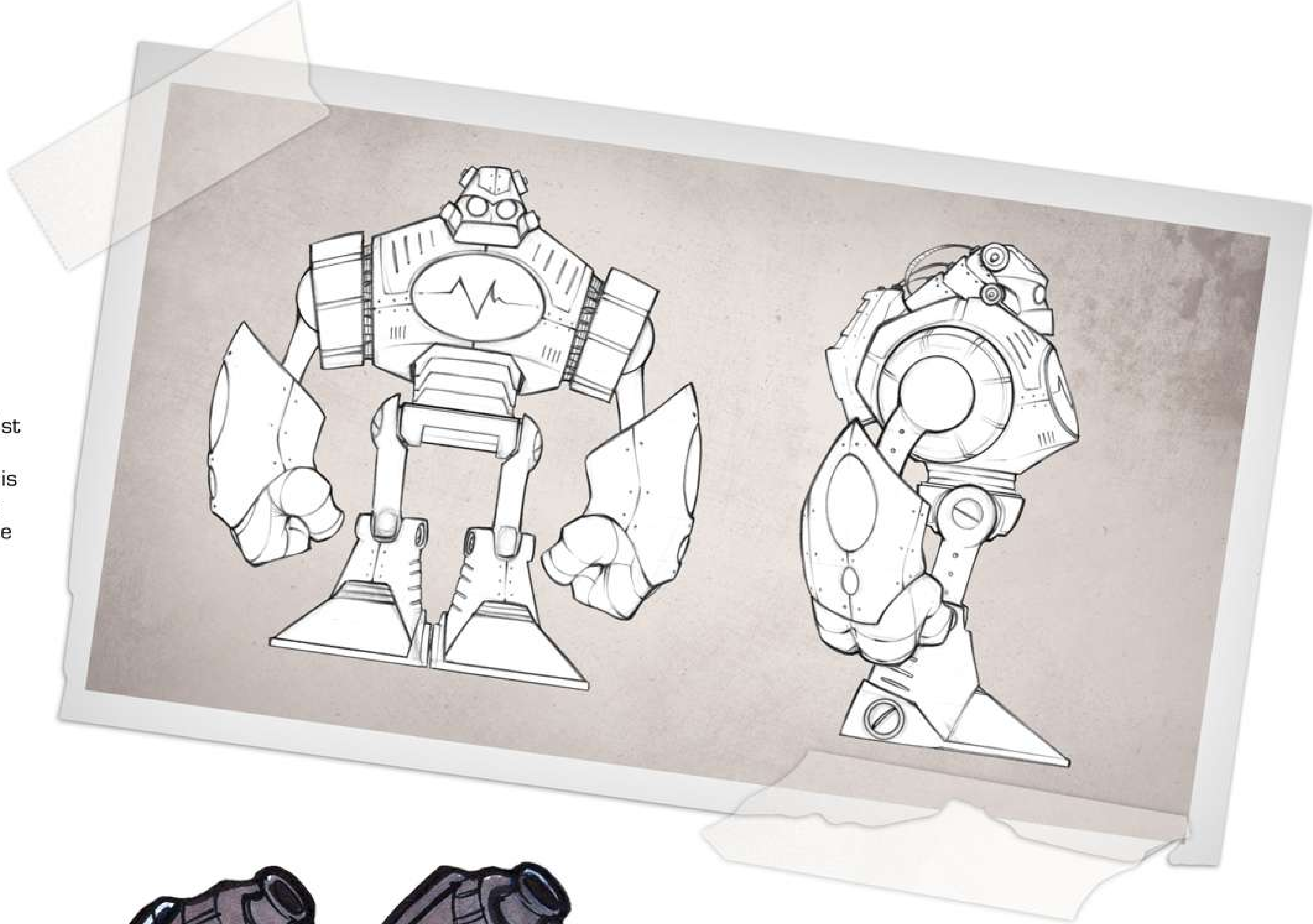




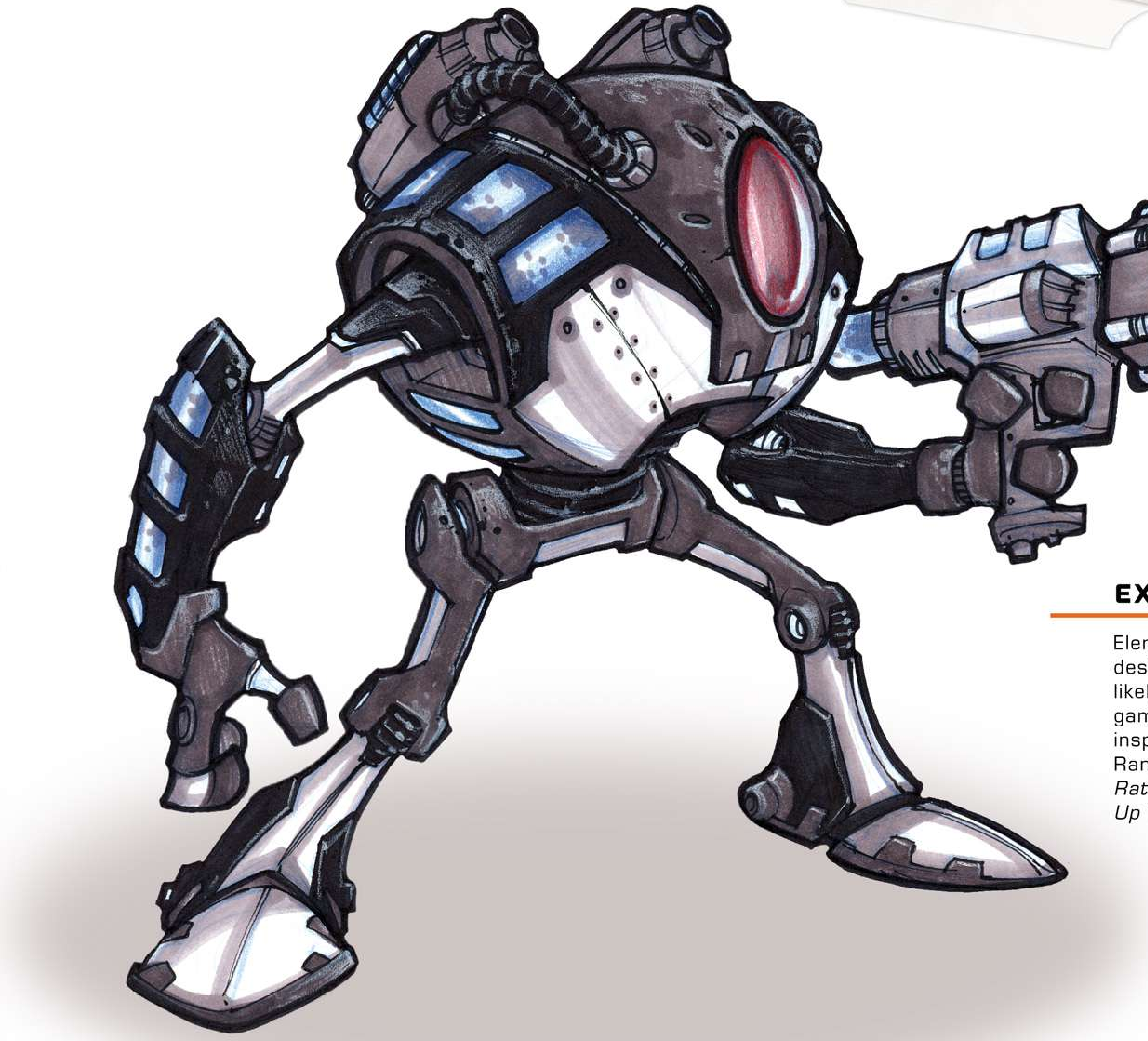
We changed Qwark's red jumpsuit to green just before the texturing phase.

Sketches for lovably nerdy Big Al, longtime support character and Q-Force member.


BIG AL'S
ROBO SHACK
AL'S ROBO SHACK
BIG AL'S
BIG AL'S



Dozens of bots exist in the *Ratchet & Clank* universe. This is a sketch for the Axe Bot, one of the first designed.



EXTERMIBOT

Elements of bot designs are more likely to appear in game. This piece inspired the Galactic Rangers found in *Ratchet & Clank: Up Your Arsenal*.

RATCHET & CLANK
GOING COMMANDO

PlayStation 2
NTSC U/C
Ratchet & Clank
Going Commando
TEEN
T
CONTENT RATED BY ESRB
Insomniac Games
SONY
Computer Entertainment

Game development moves fast. Sequels offer a rare opportunity to refine the process—a chance to try again with all the knowledge gained from the first game. Many Insomniacs would cite *Ratchet & Clank: Going Commando* (*Locked and Loaded* in Europe) as their favorite *Ratchet & Clank* game for that reason. The title earned mass critical and commercial acclaim.

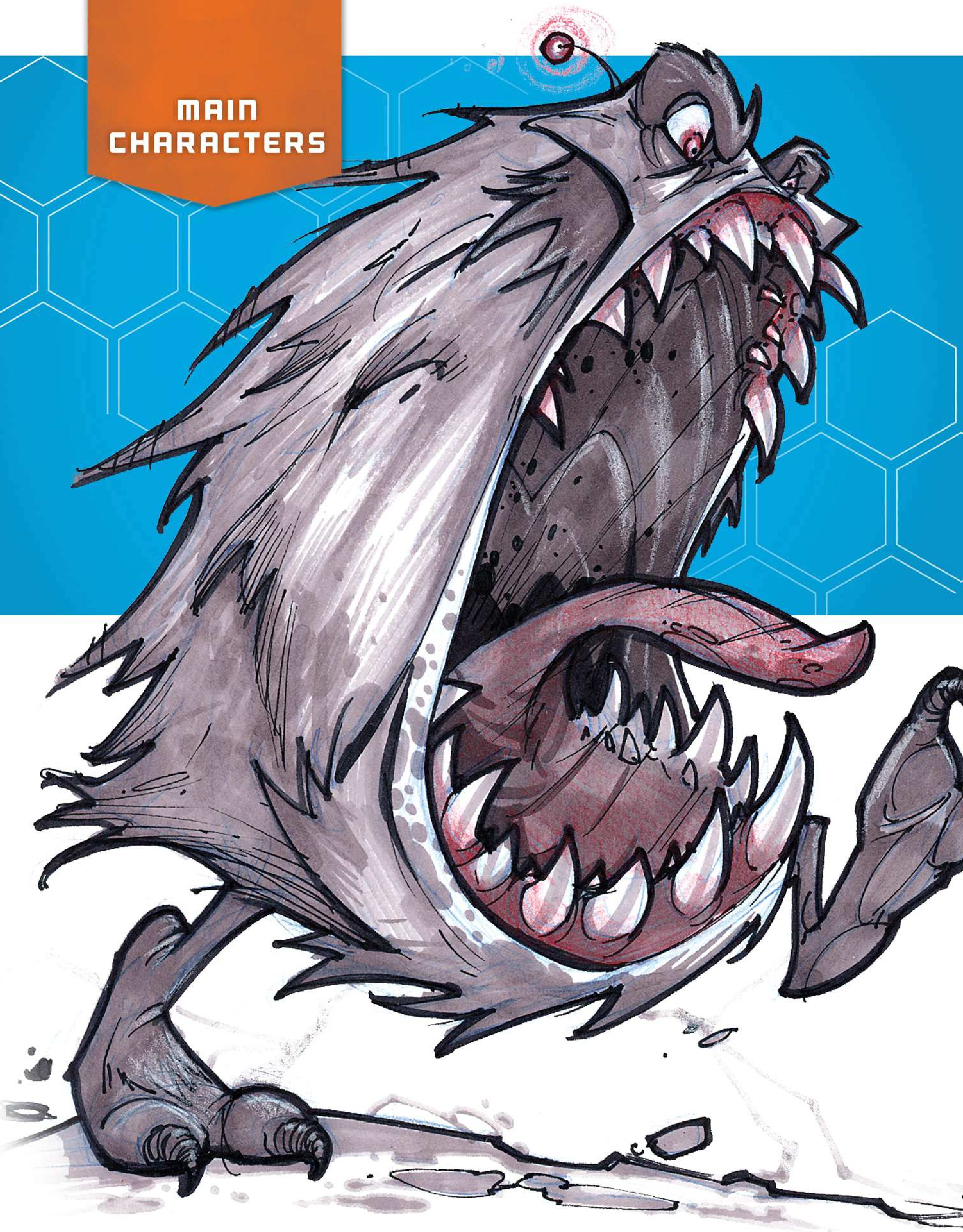
While many of the conventions of the series were established in the original *Ratchet & Clank*, many more were missing. Ratchet couldn't strafe, and weapons only upgraded through gold bolts into a special gold upgraded version. Mechanics that became staples in the series, such as the RPG-like weapon experience bar, didn't show up until *Going Commando*.

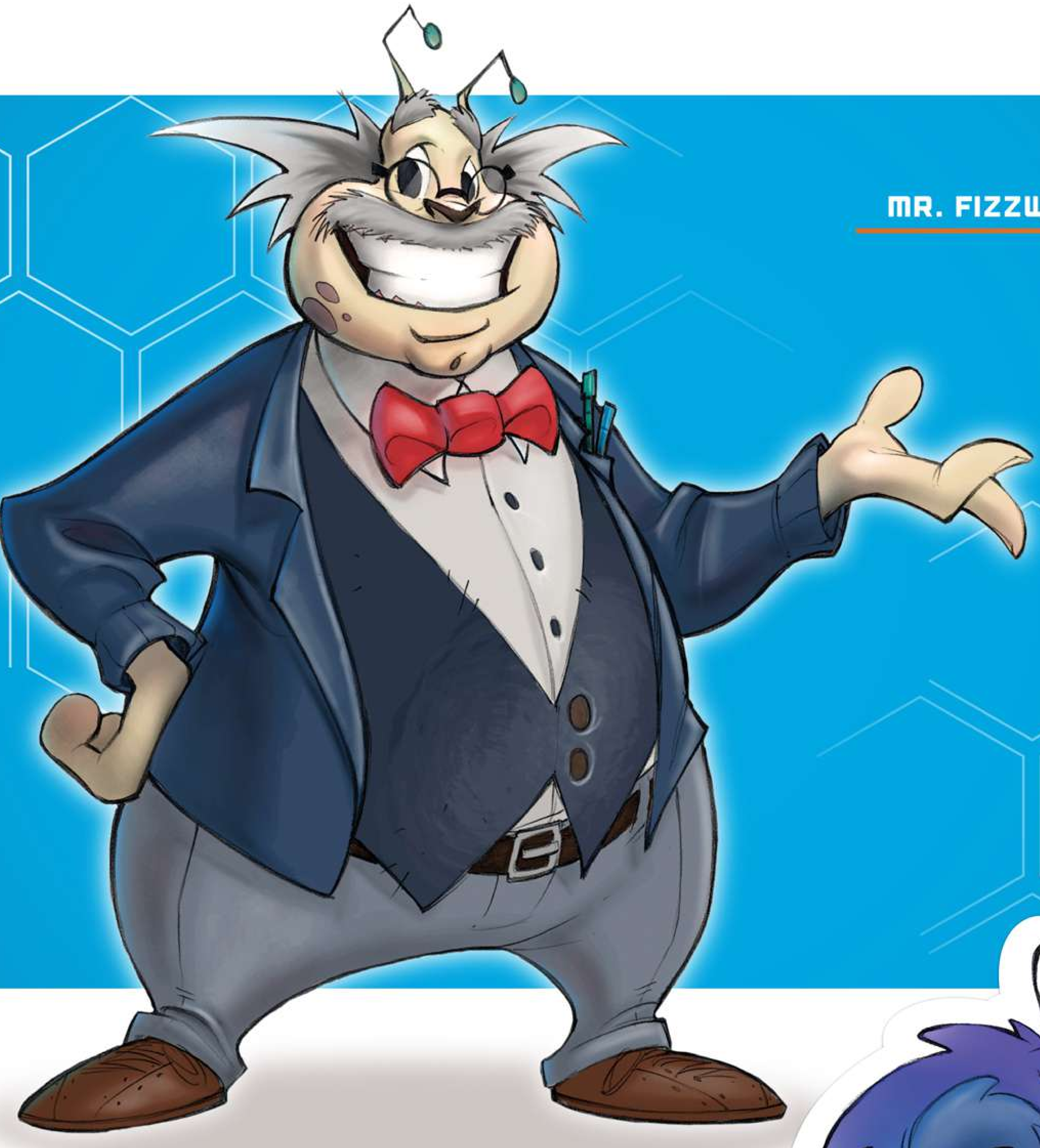
With a full game under its belt, Insomniac had a firmer grasp on the capabilities of the PlayStation 2 hardware, and that resonated through the art. There's more geometry on screen, vistas in *Going Commando* are longer, traffic is denser, and vegetation is thicker. There's also more harmony between textures and lighting; incandescent textures supplement level lights for a more grounded natural feel.

Production designs show a more sophisticated shape language. Segmented robot arms offset armor plates and delicate antennae. *Ratchet & Clank* developed the look through improvisation like jazz, and *Going Commando* turned it into a pop song.

PS2 2003

MAIN CHARACTERS

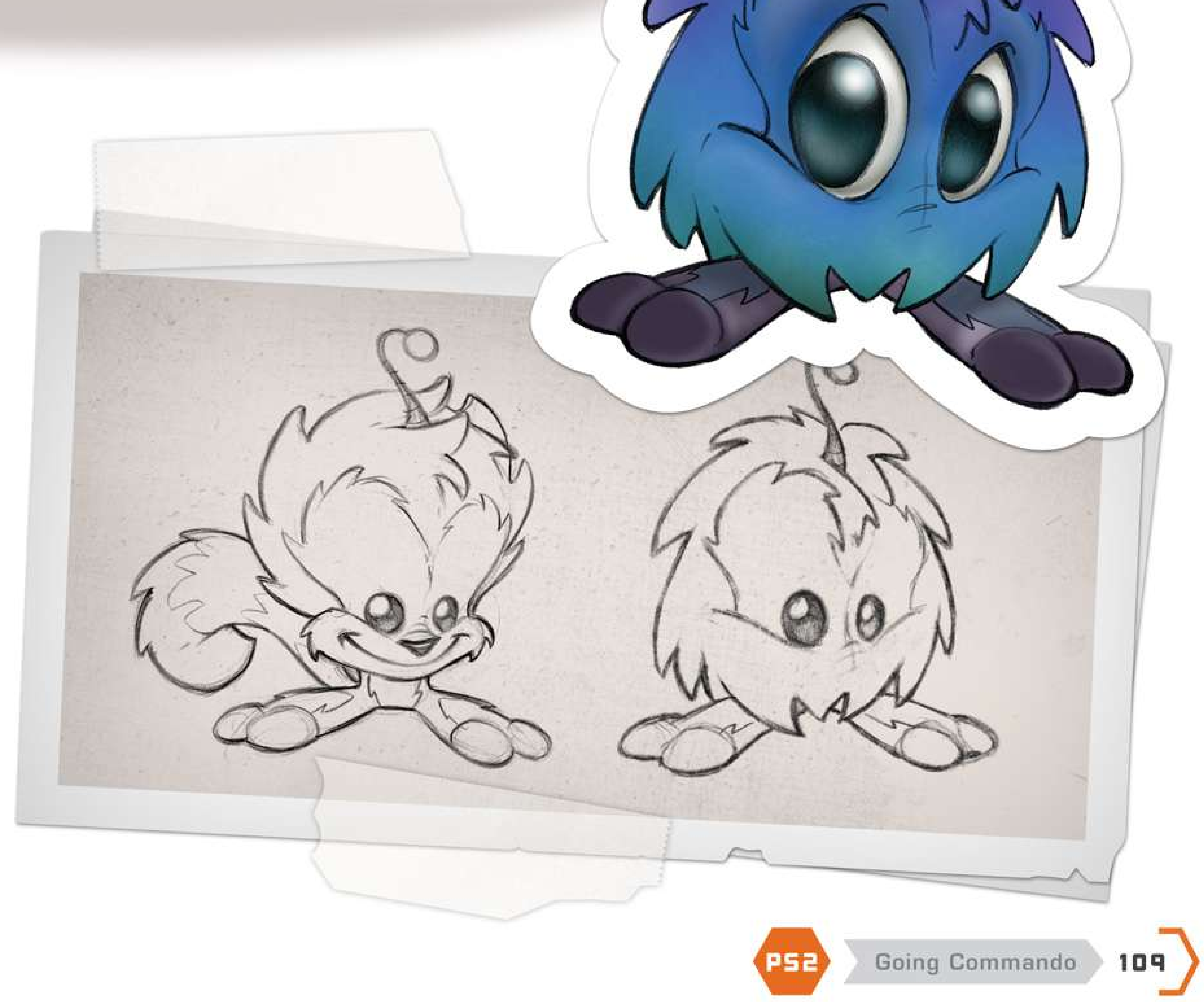


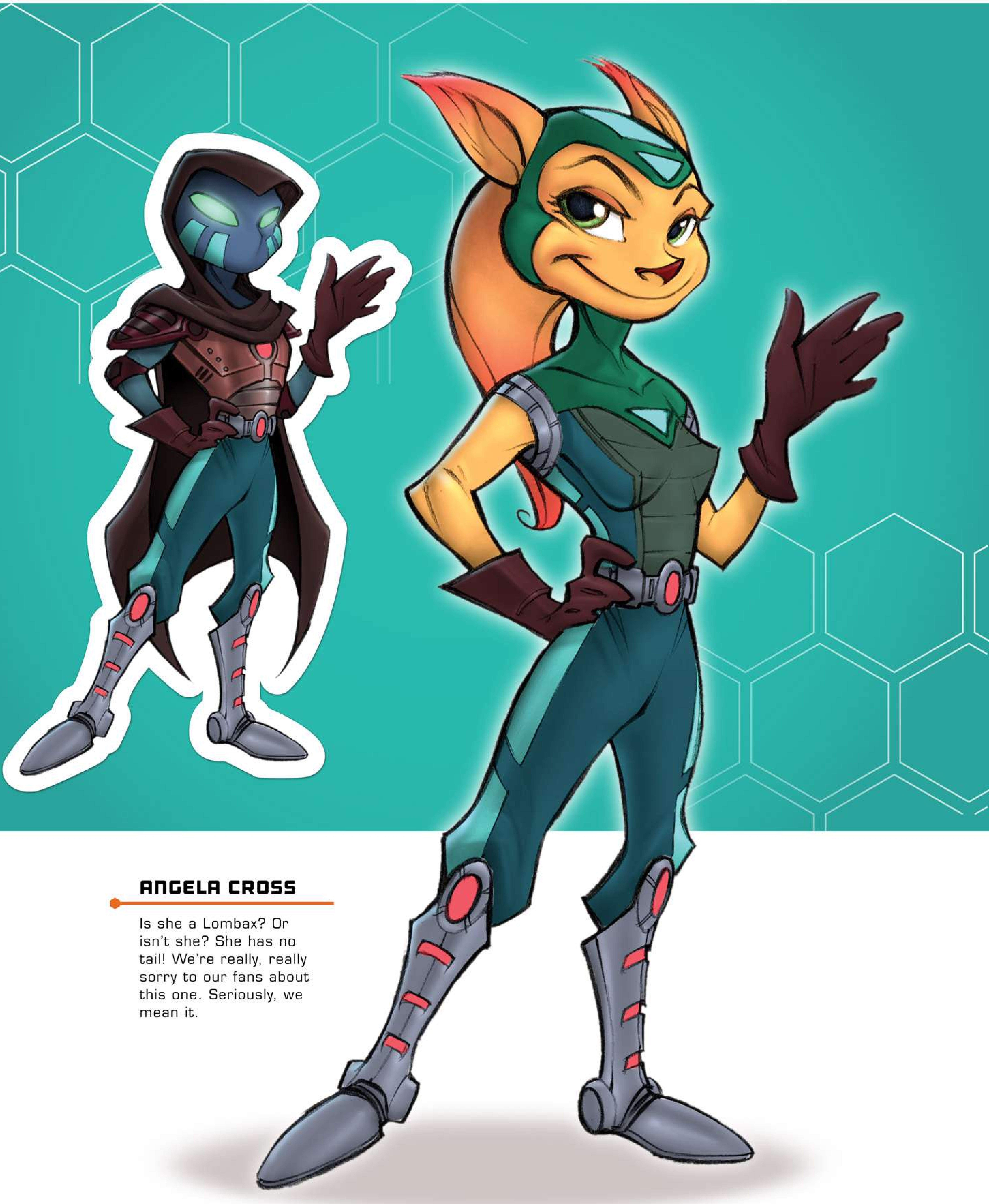


MR. FIZZWIDGET

PROTOPET

Cute alien fuzzball? *Check*. Galactic experiment gone wrong? *Check*. '80s creature flick inspiration? *Definite check*. Too many teeth to count? *Absolutely massive check*.



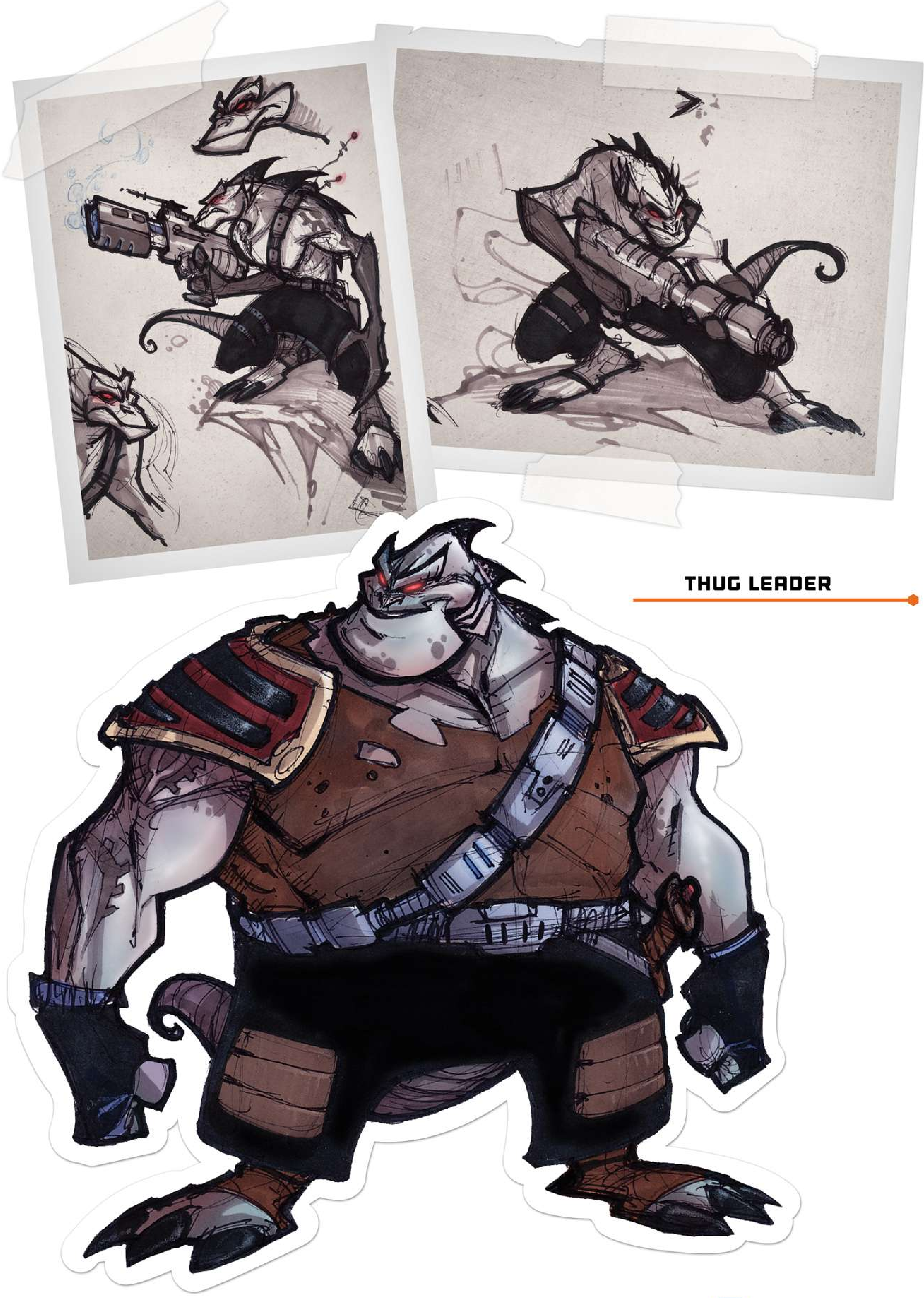


ANGELA CROSS

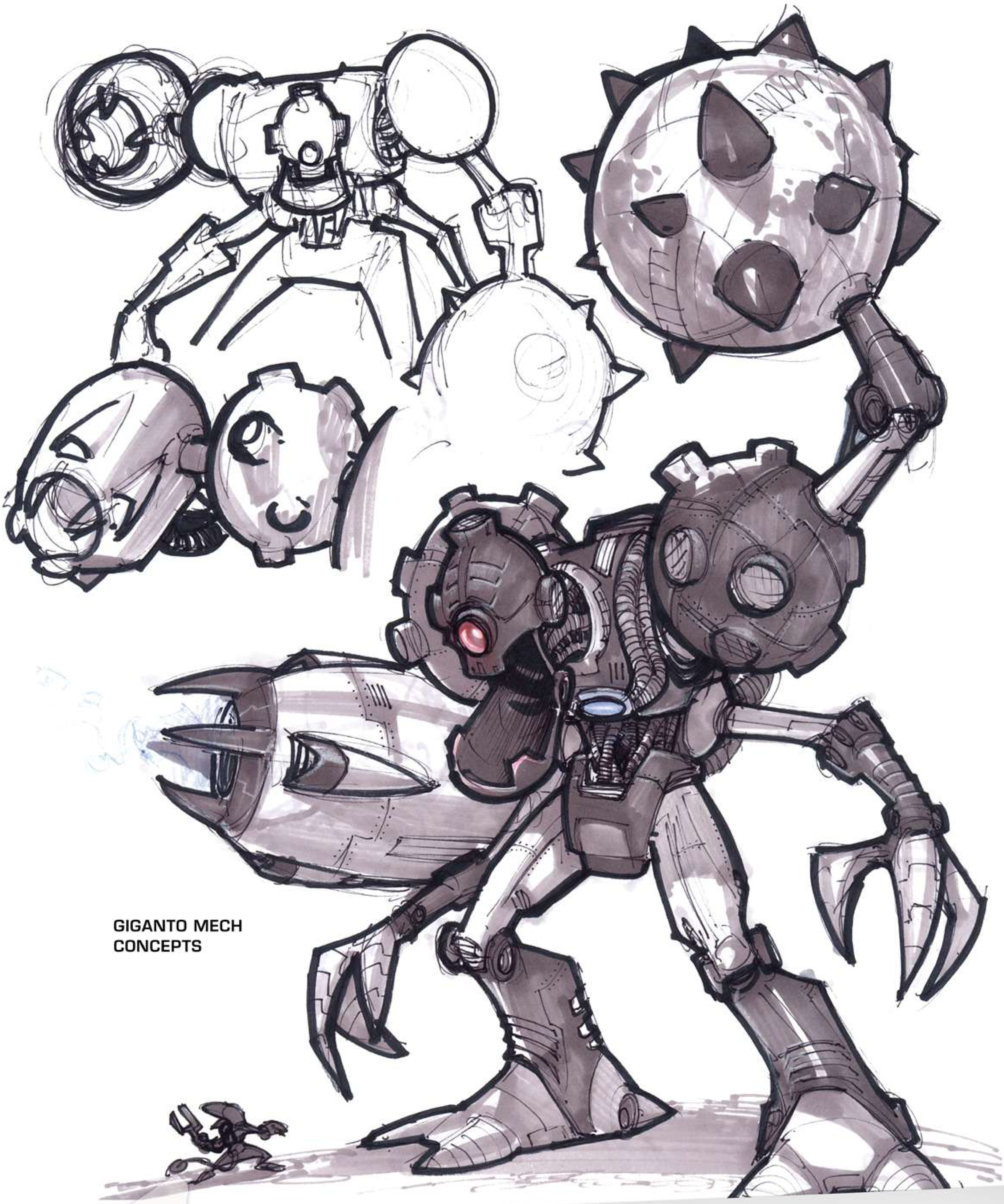
Is she a Lombax? Or isn't she? She has no tail! We're really, really sorry to our fans about this one. Seriously, we mean it.

Three Eyed Mystic concept for Planet Tabora's desert crystal hunt.

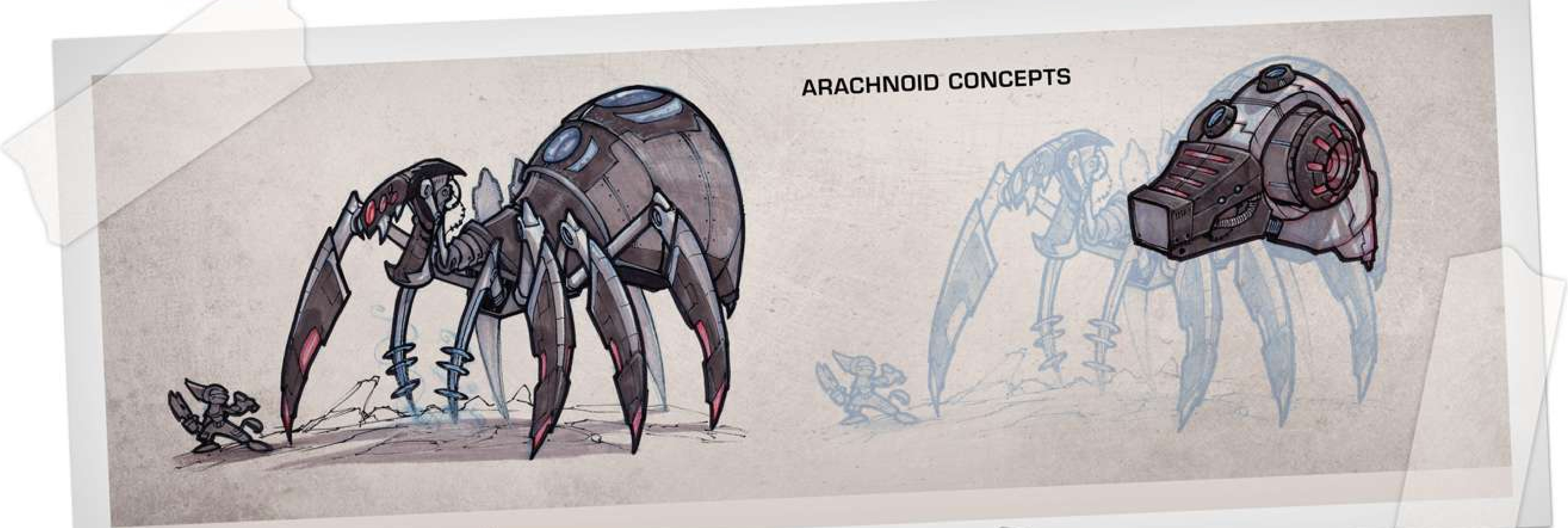
THUG CONCEPTS



THUG LEADER



GIGANTO MECH
CONCEPTS



ARACHNOID CONCEPTS

The merciless B2 Brawler rounded out our first batch of gladiatorial heavyweights.

Early gladiator concepts and explorations for the first *Ratchet & Clank* arena.

Further refinements of the enemy concepts for the arena.

RATCHET & CLANK
UP YOUR ARSENAL™

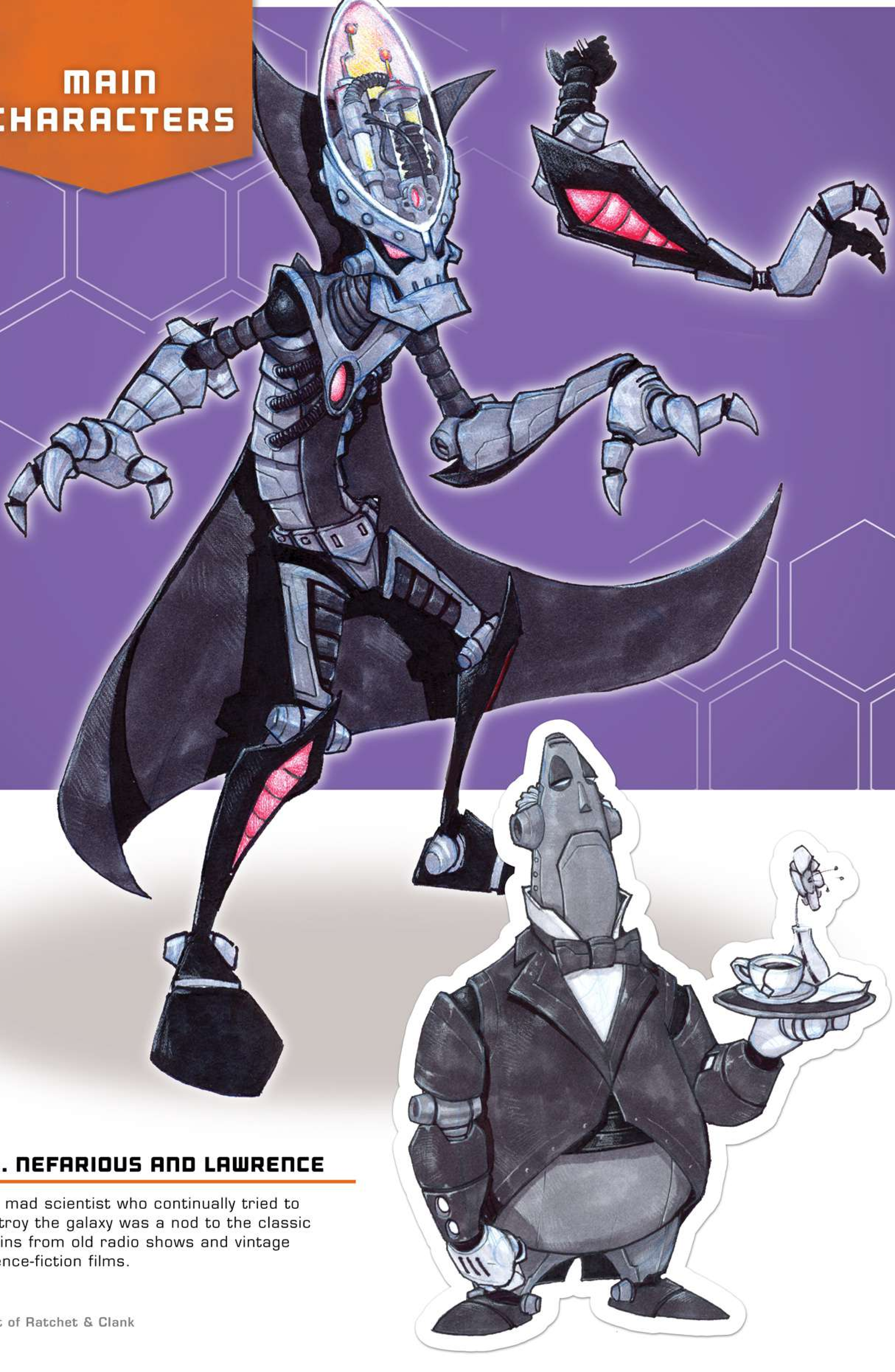
PlayStation 2
RATCHET & CLANK
UP YOUR ARSENAL

While *Going Commando* doubled down on refinement of the original, *Ratchet & Clank: Up Your Arsenal* (or simply *Ratchet & Clank 3* in Europe) upped the ante on what a character-action platform game could be. It was among the first PlayStation 2 games to feature online competitive multiplayer game play along with its signature single-player experience, and when players weren't singing (or maybe dancing) along with Courtney Gears at Holostar Studios, or engrossed by debonair Secret Agent Clank, they could learn about Captain Qwark's (in)famous exploits dueling Dr. Nefarious via 2-D side-scrolling Vid-Comics game play.

As Insomniac optimized its PlayStation 2 development expertise, worlds in *Up Your Arsenal* grew more diverse, vibrant, and ever-larger—sparking the franchise debut of drivable vehicles. The totality and quality of the *Up Your Arsenal* experience led it to become the highest-rated *Ratchet & Clank* game in its fifteen-year history.

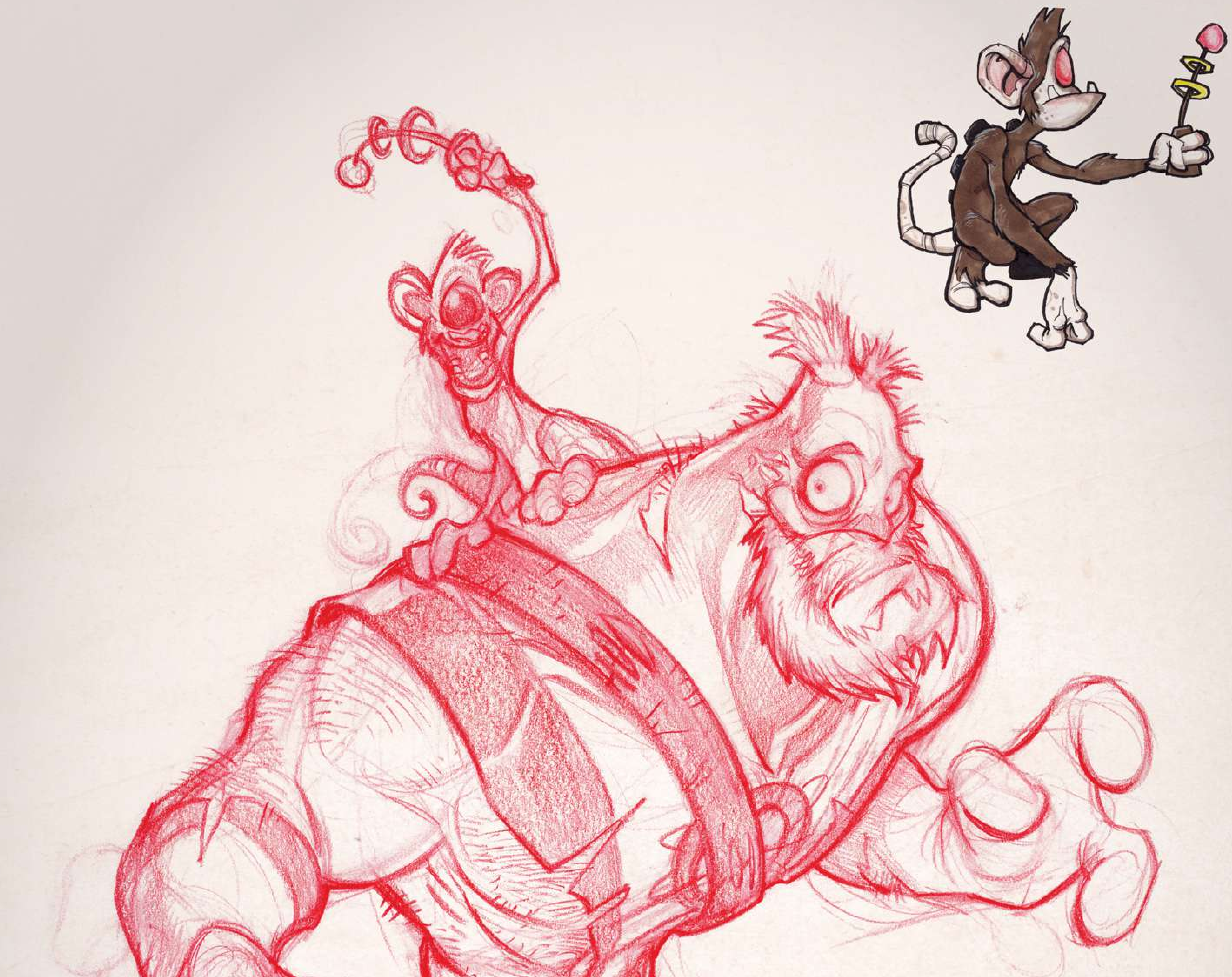
PS2 2004

MAIN CHARACTERS

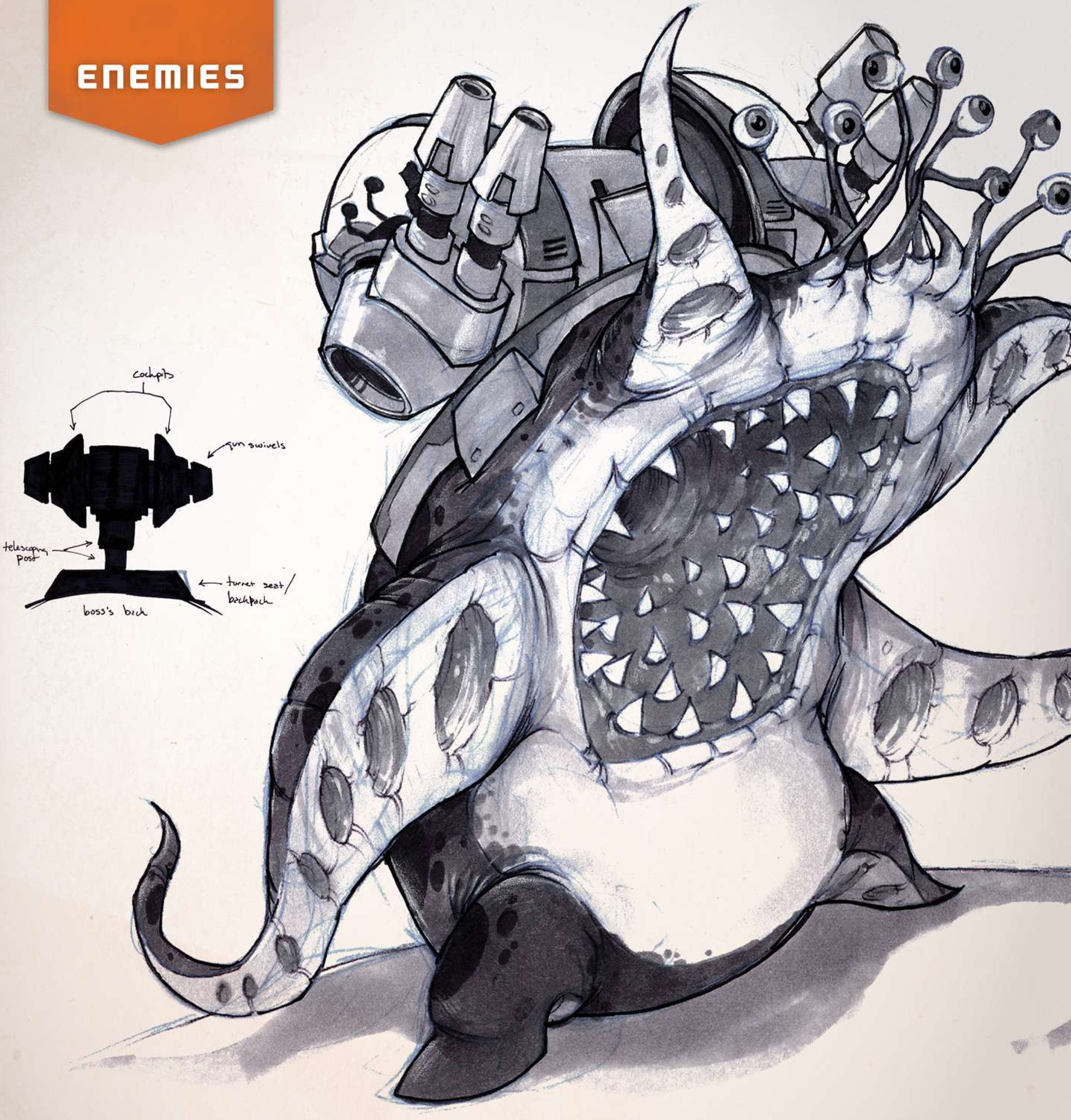


DR. NEFARIOUS AND LAWRENCE

The mad scientist who continually tried to destroy the galaxy was a nod to the classic villains from old radio shows and vintage science-fiction films.

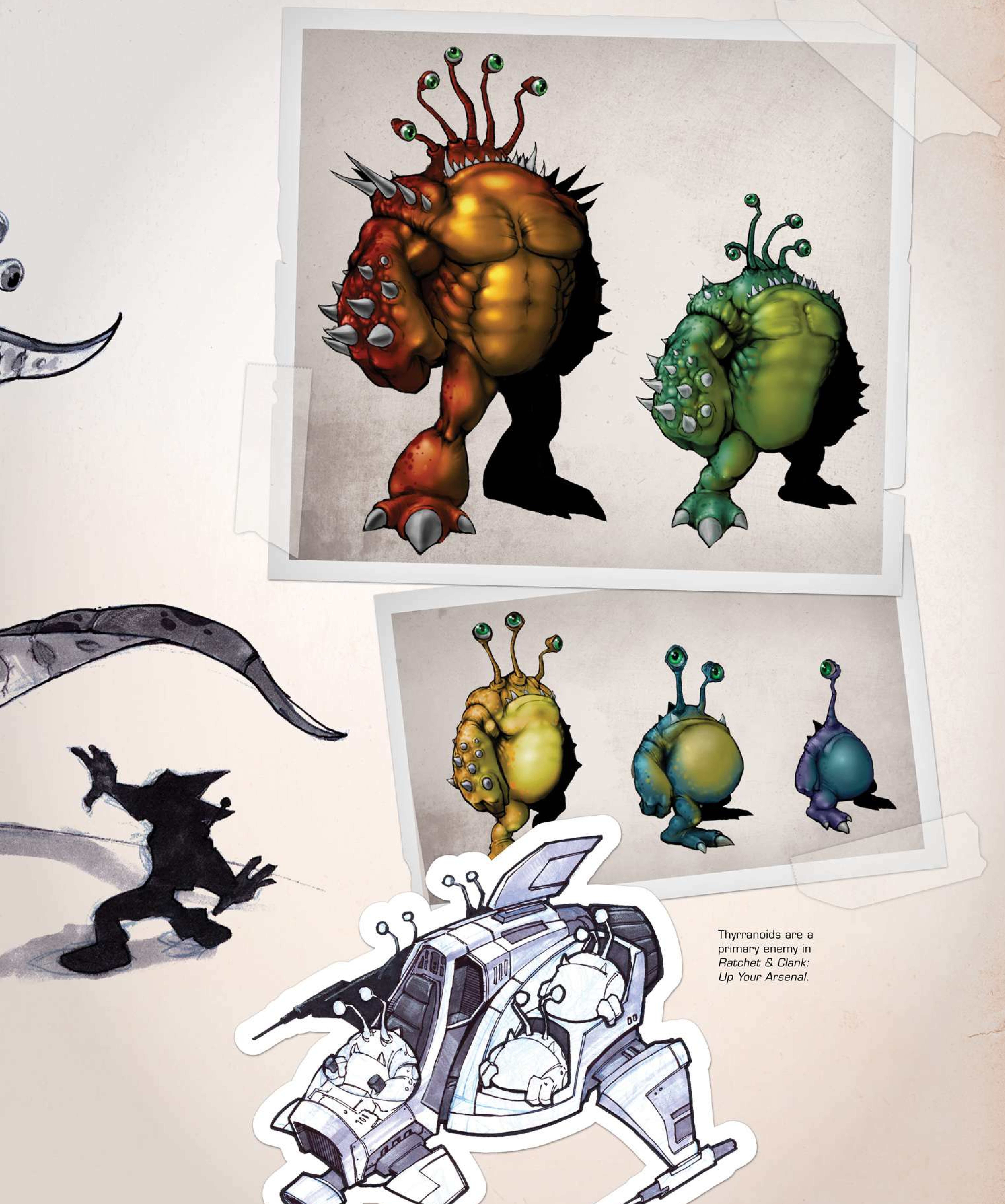


QUARK AND SKRUNCH


cockpits
gun swivels
telescoping post
turret seat/ backpack
boss's back

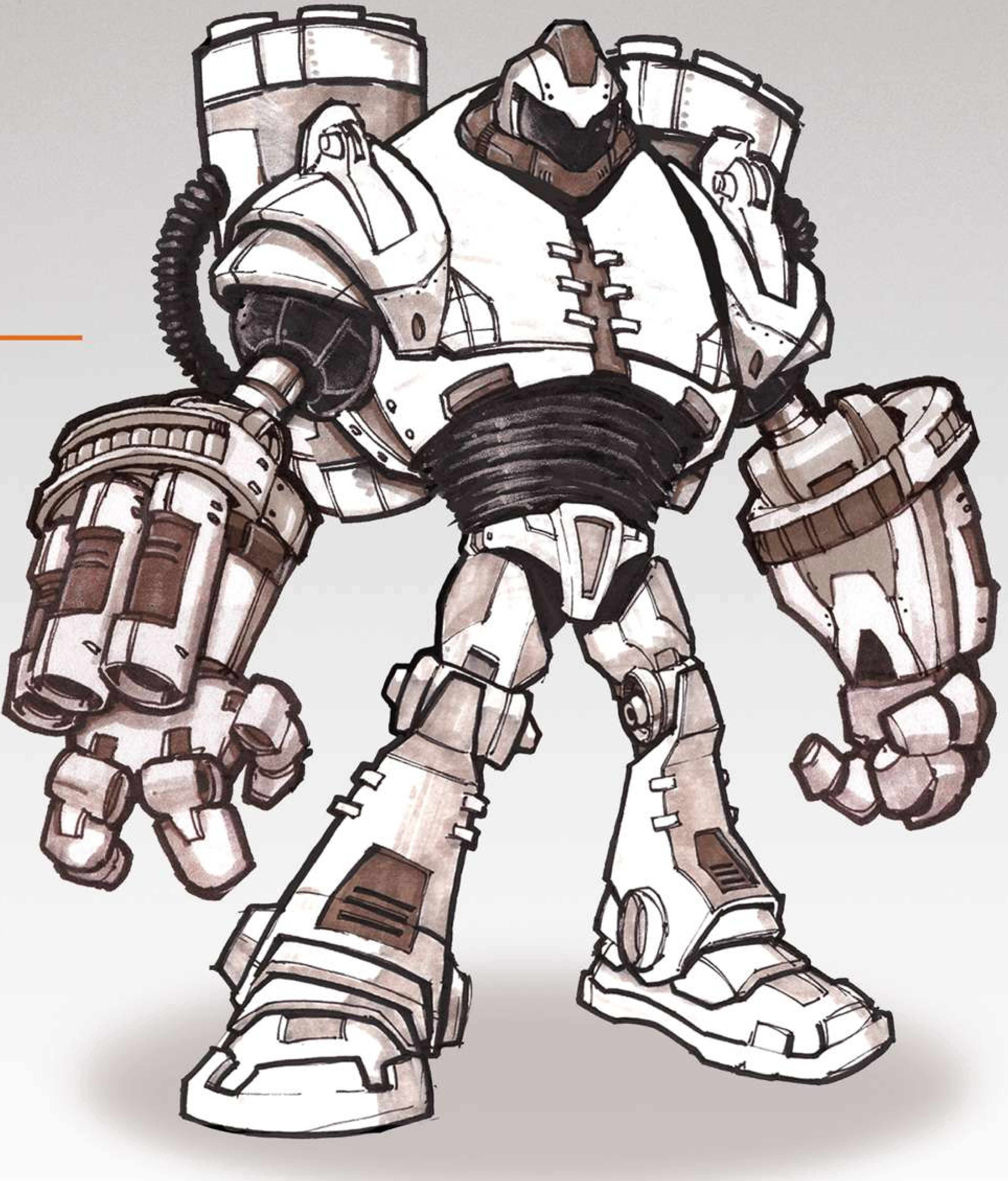
MOMMA TYHRRANOID

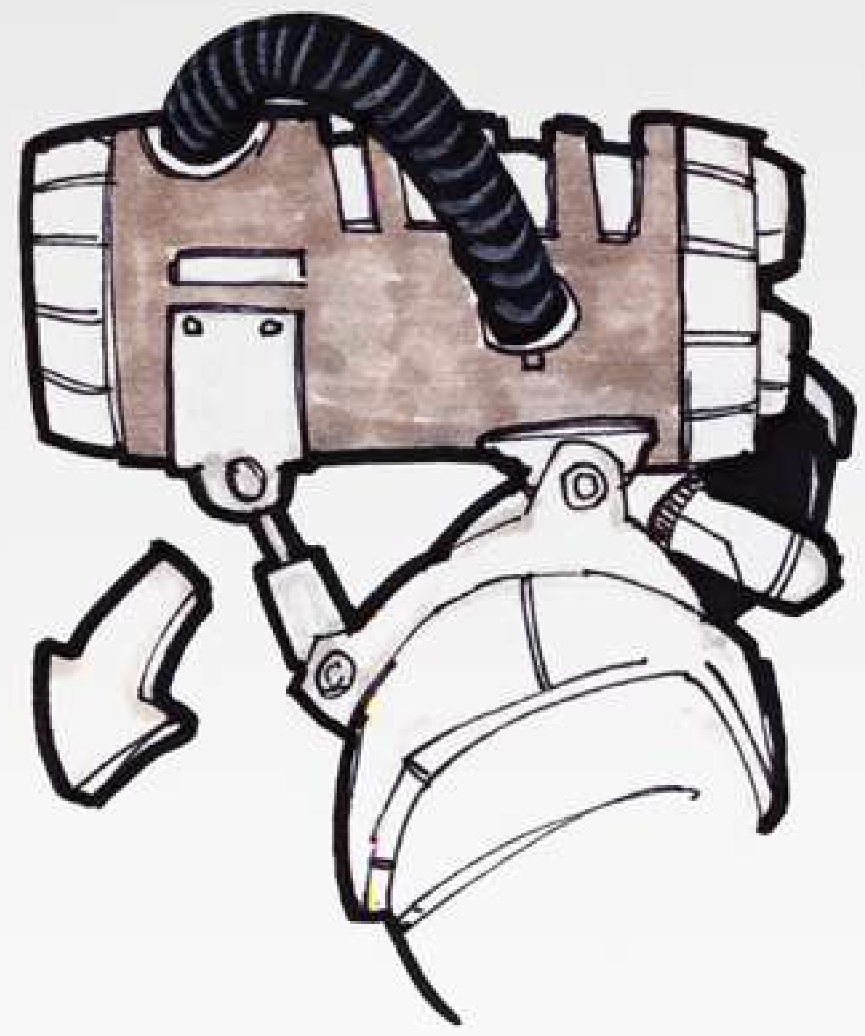
Sketch of Momma Tyhrranoid, leader of the Tyhrranoid race. She's equipped with a cannon fired by two Tyhrranoids.

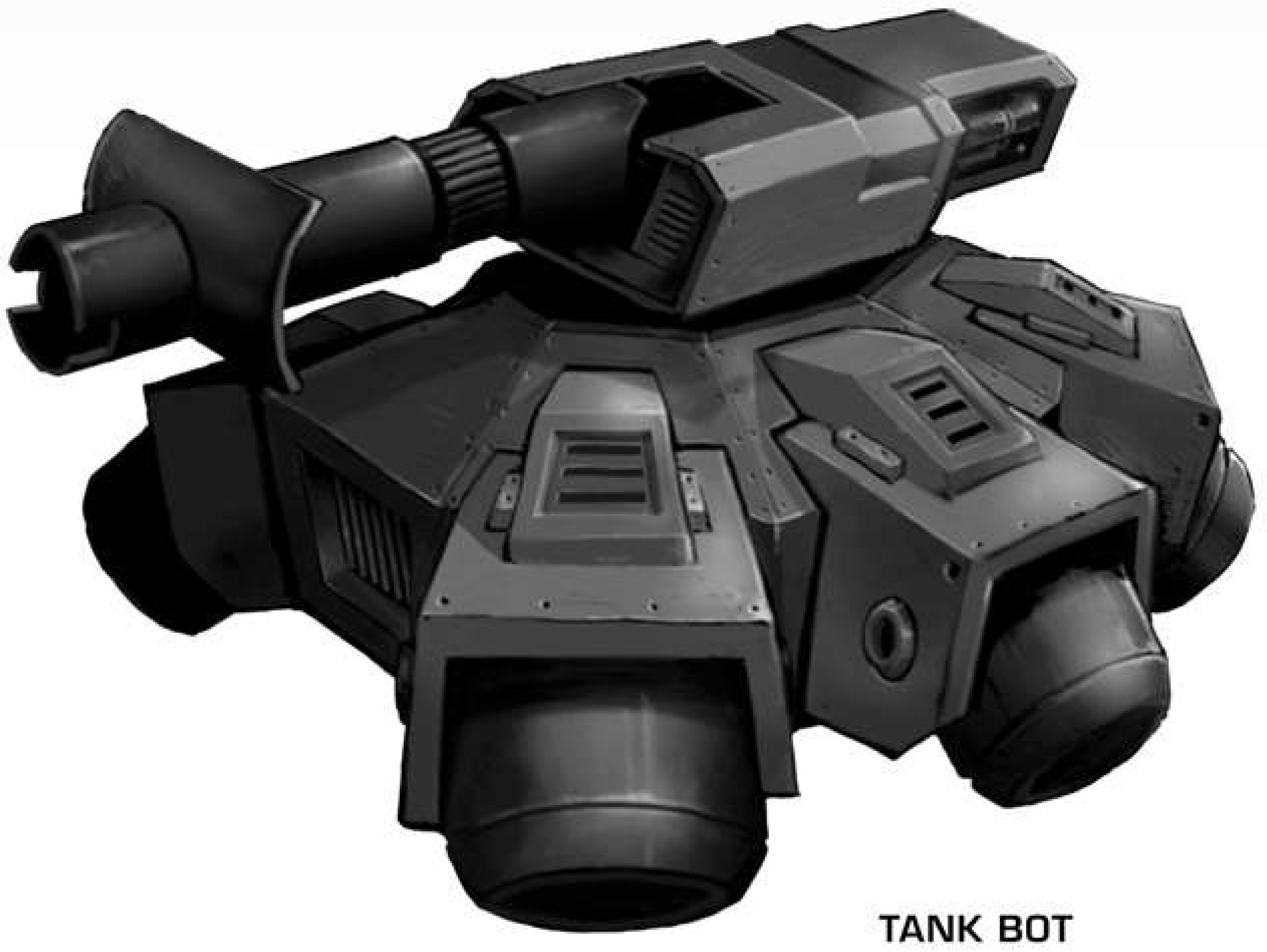


Thyrranoids are a primary enemy in *Ratchet & Clank: Up Your Arsenal*.

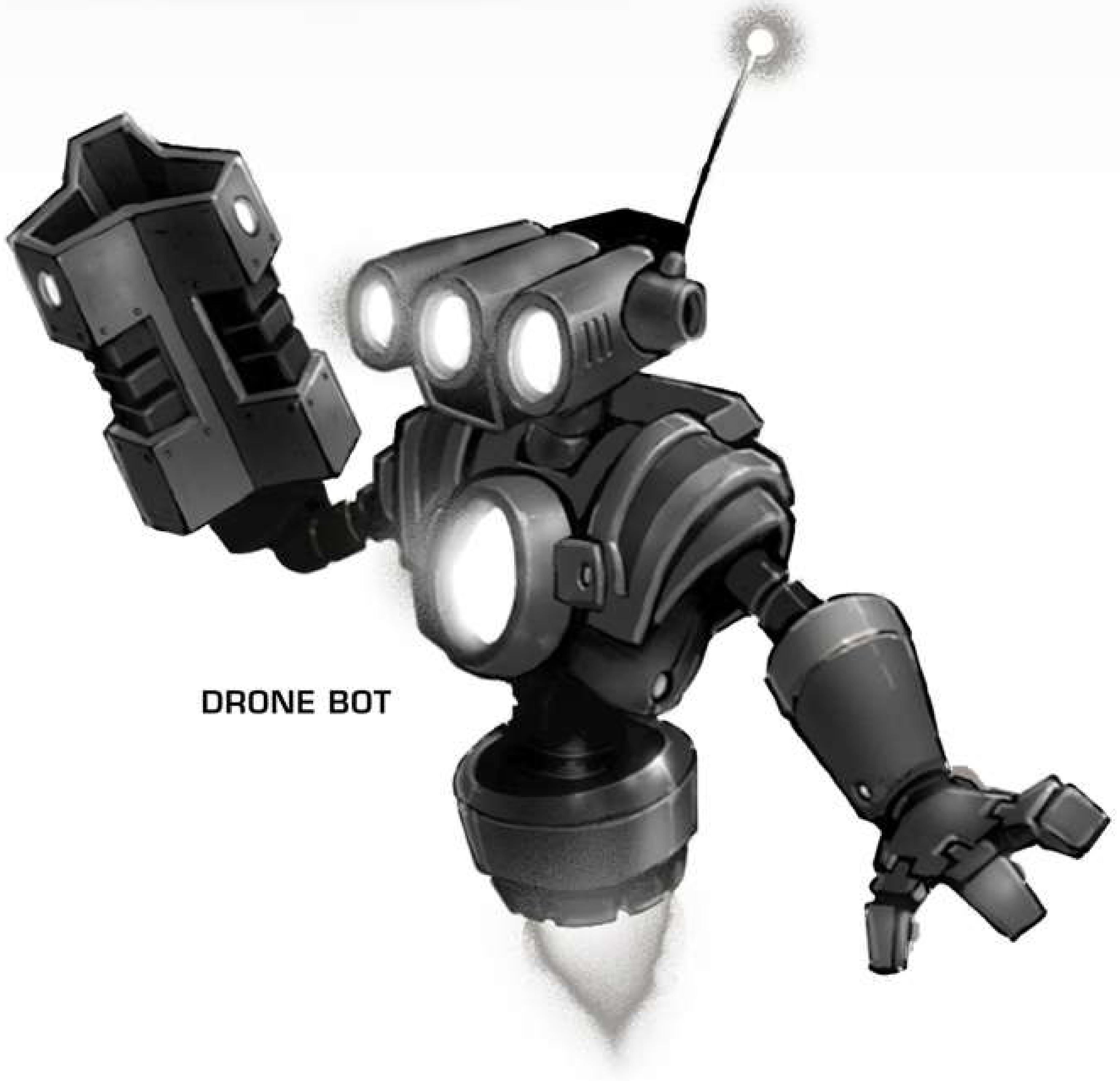
MEGA BOT



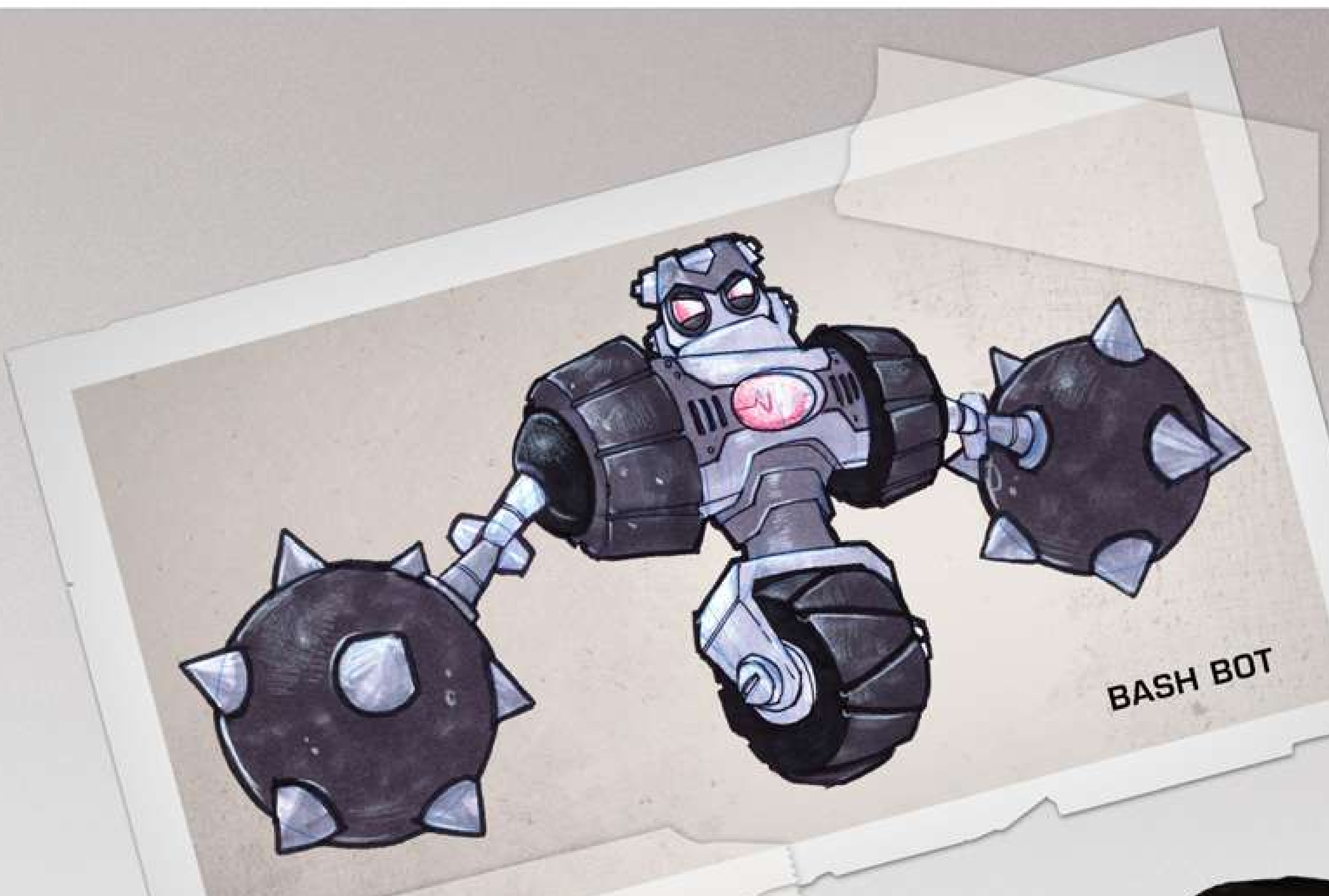




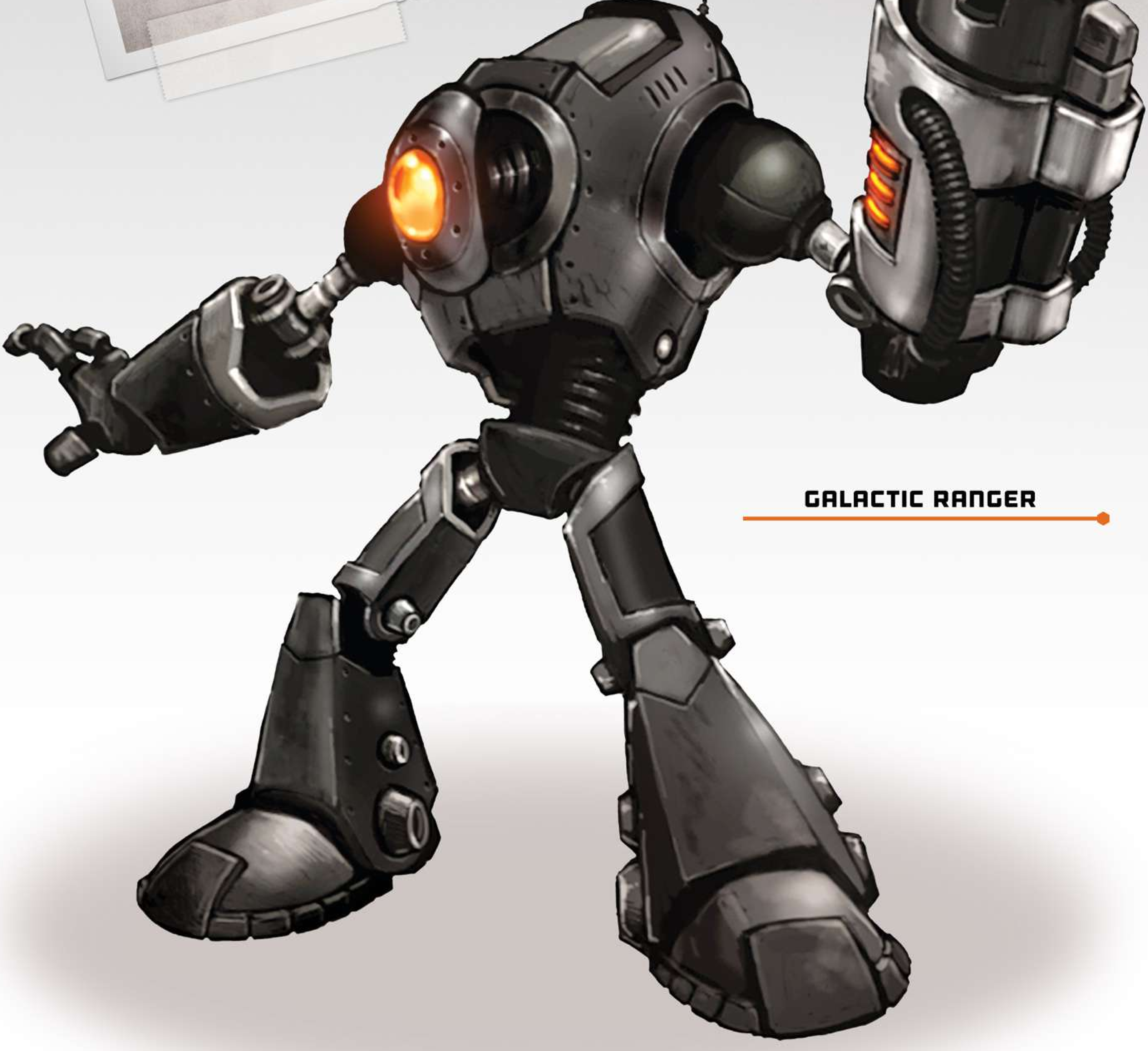
TANK BOT



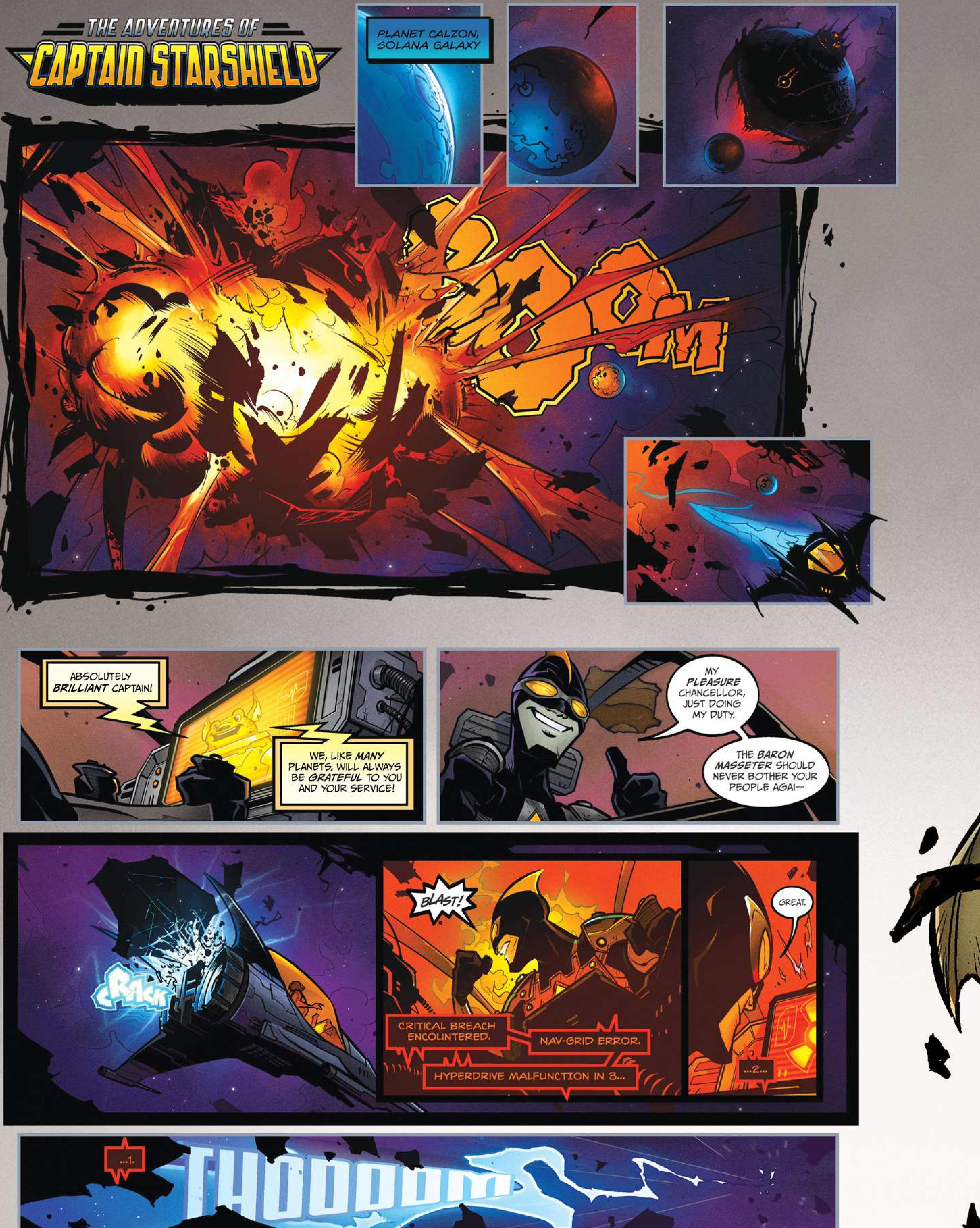
DRONE BOT

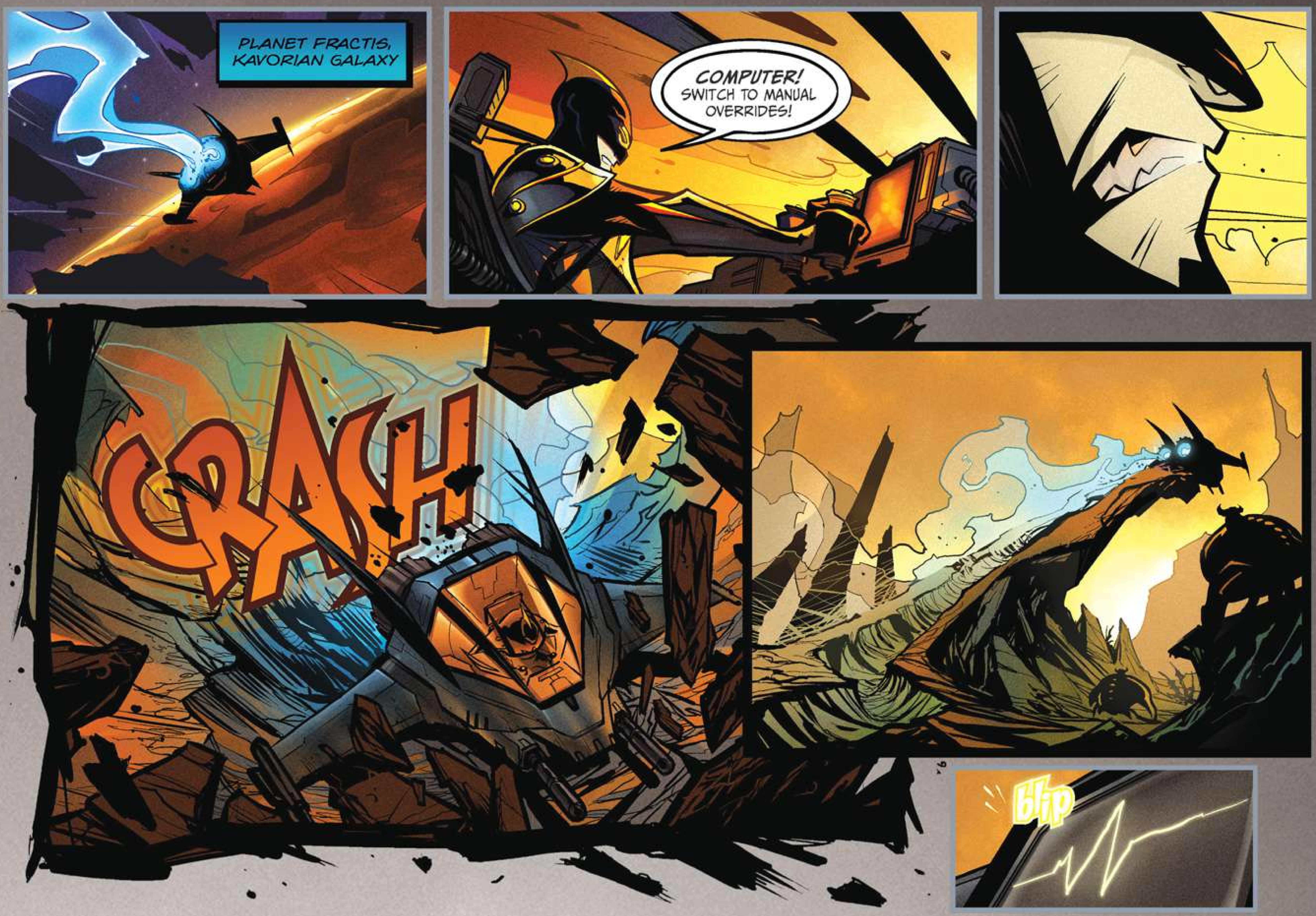


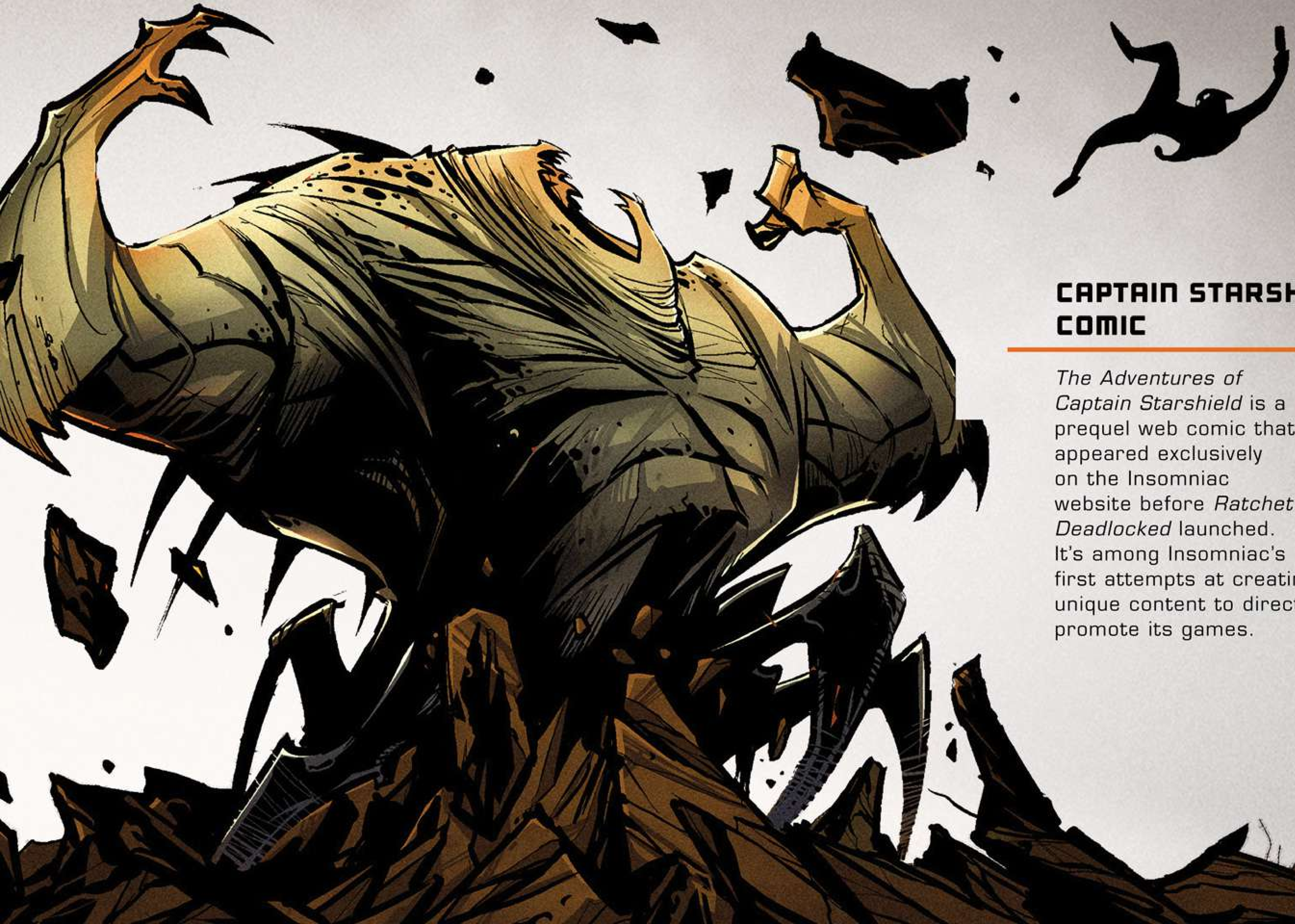
BASH BOT



GALACTIC RANGER


THE ADVENTURES OF
CAPTAIN STARSHIELD
PLANET CALZON, SOLANA GALAXY
BOOM
ABSOLUTELY *BRILLIANT* CAPTAIN!
WE, LIKE *MANY* PLANETS, WILL ALWAYS BE *GRATEFUL* TO YOU AND YOUR SERVICE!
MY *PLEASURE* CHANCELLOR, JUST DOING MY DUTY.
THE *BARON MASSETER* SHOULD NEVER BOTHER YOUR PEOPLE AGAI--
CRACK
BLAST!
CRITICAL BREACH ENCOUNTERED.
NAV-GRID ERROR.
HYPERDRIVE MALFUNCTION IN 3...
GREAT.
...2...
...1.
THOOOOM


PLANET FRACTIS, KAVORIAN GALAXY
COMPUTER! SWITCH TO MANUAL OVERRIDES!
CRASH
blip



CAPTAIN STARSHIELD COMIC

The Adventures of Captain Starshield is a prequel web comic that appeared exclusively on the Insomniac website before *Ratchet: Deadlocked* launched. It's among Insomniac's first attempts at creating unique content to directly promote its games.

RATCHET DEADLOCKED™

A small team from Insomniac led the creative effort on *Ratchet: Deadlocked* (*Ratchet: Gladiator* in Europe), while some other Insomniacs began work on *Resistance: Fall of Man*. Hastings and the team decided to focus on the battlefield missions from *Up Your Arsenal*, and create a whole game around that new structure.

The story concept placed a captured Ratchet on a dystopian planet's reality-TV show called *Dreadzone*. There, prompted by the explosive Deadlock collar around his neck, our hero was forced to battle other interstellar champions to survive.

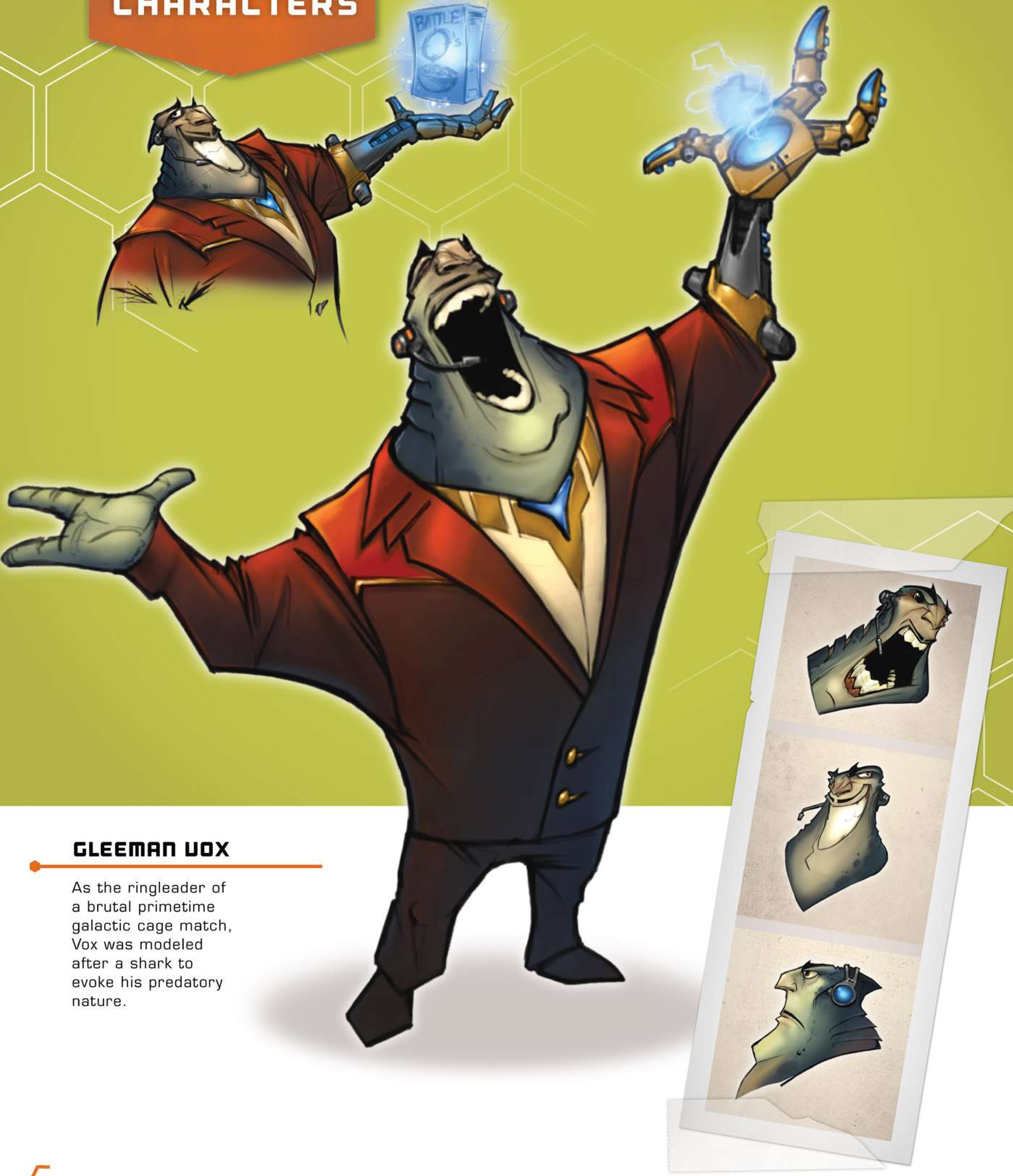
The world was darker and more serious than the previous installments, with an art style that emphasized the harsh angles and dramatic floodlights of galactic battle arenas. Massive landmarks punctuated the wide-open battlefields to help players navigate.

Mechanically, *Deadlocked* introduced co-op game play to the series so two players could play alongside each other. In single-player segments, Clank acted as Ratchet's operator in the control center—and for the first time ever, was not hanging out on Ratchet's back.

The game remains one of the most unique *Ratchet & Clank* titles, in both game play and tone.

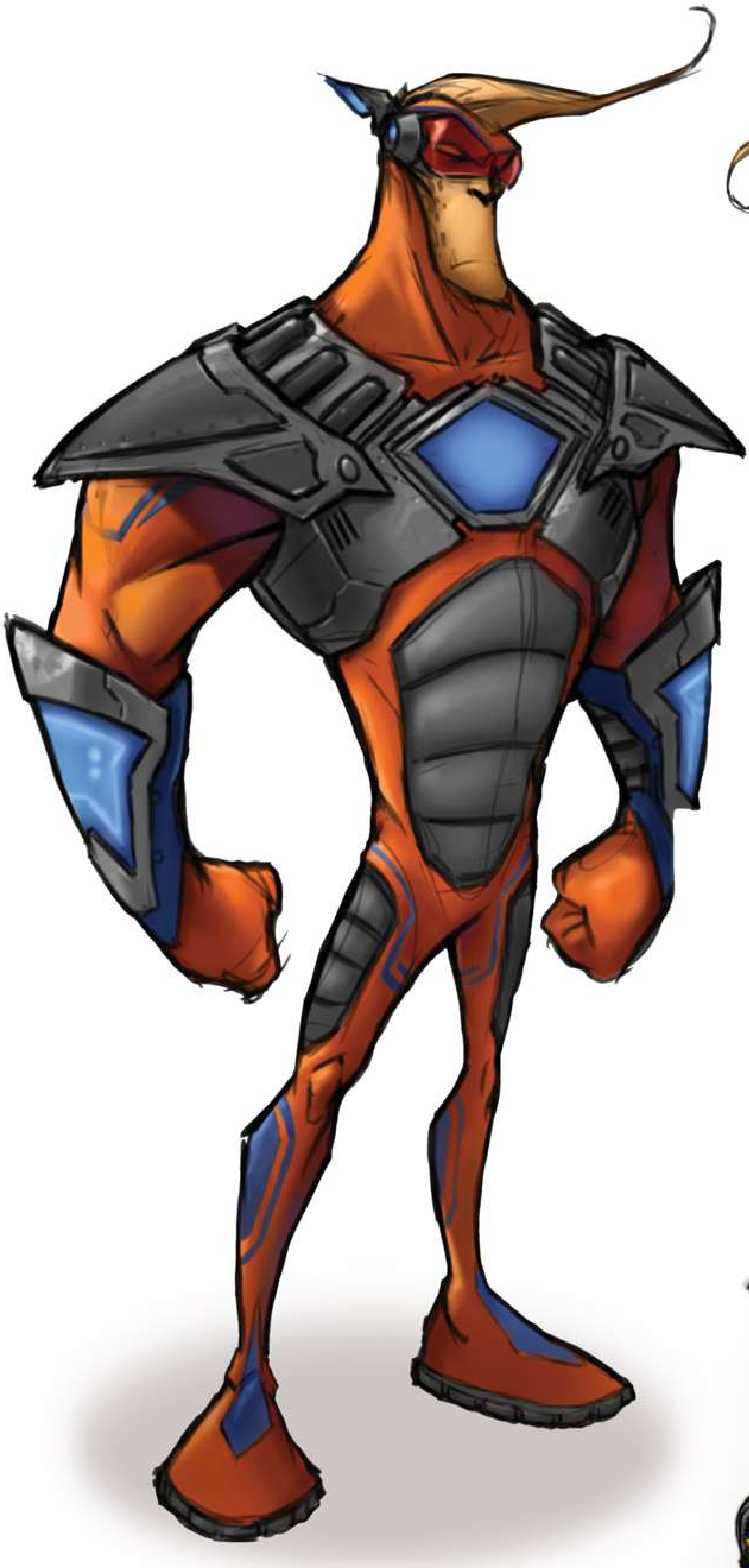
PS2 2005

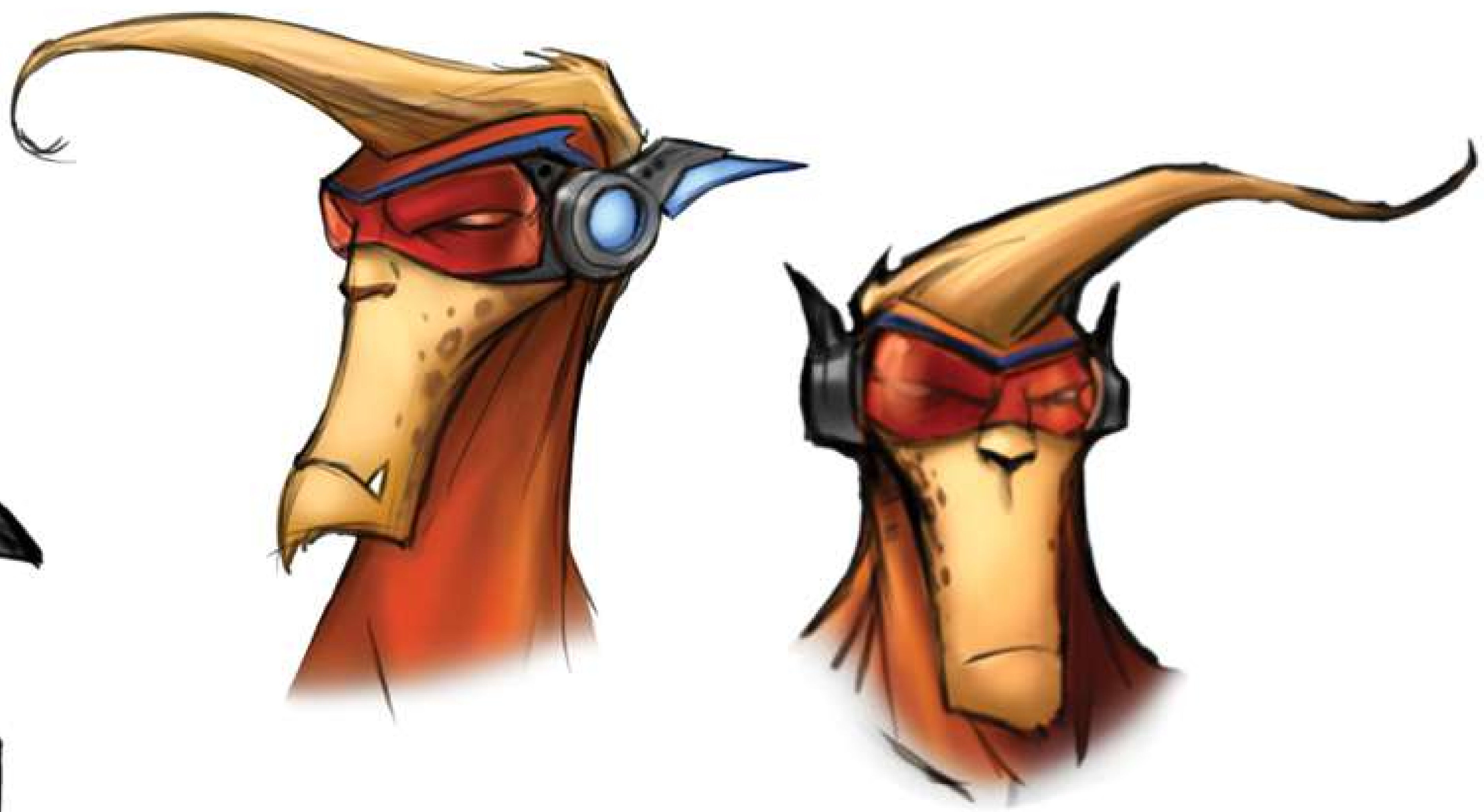
MAIN CHARACTERS



GLEEMAN VOX

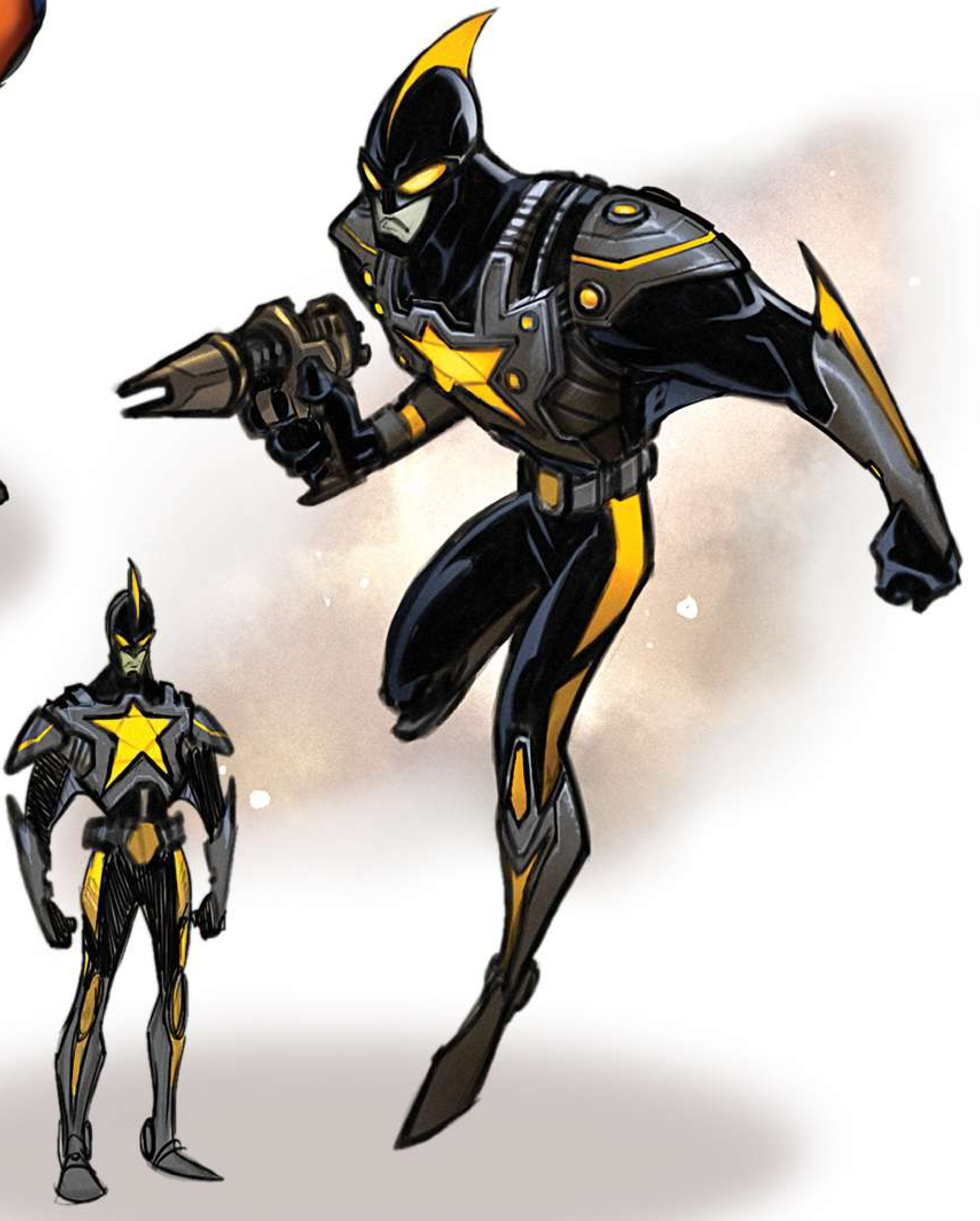
As the ringleader of a brutal primetime galactic cage match, Vox was modeled after a shark to evoke his predatory nature.





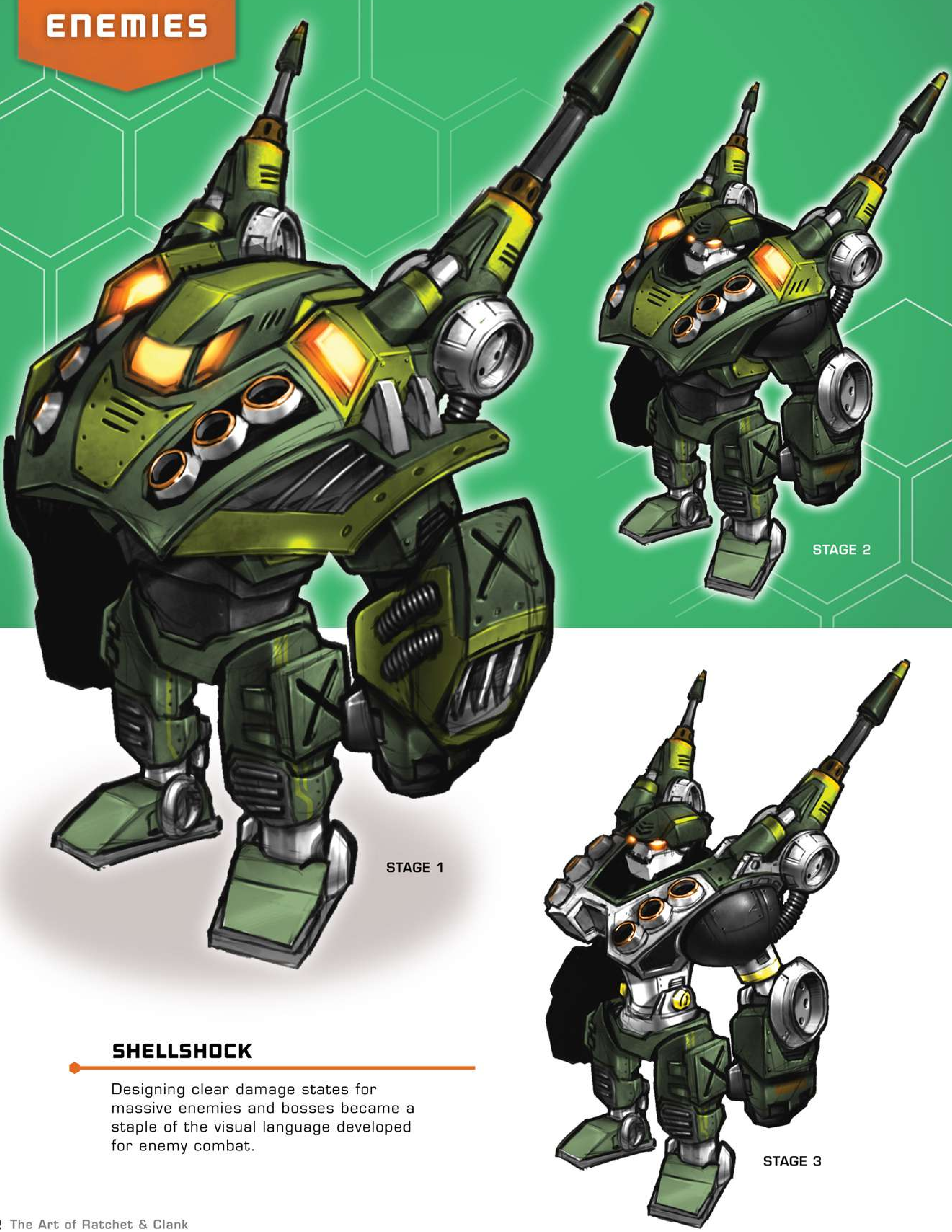
ACE HARDLIGHT

The cocky leader of a band of brutal gladiators needed to look heroic but with a clearly massive superiority complex.



CAPTAIN STARSHIELD

One of the most tragically presented characters, Captain Starshield met his demise within the first few minutes of the story.



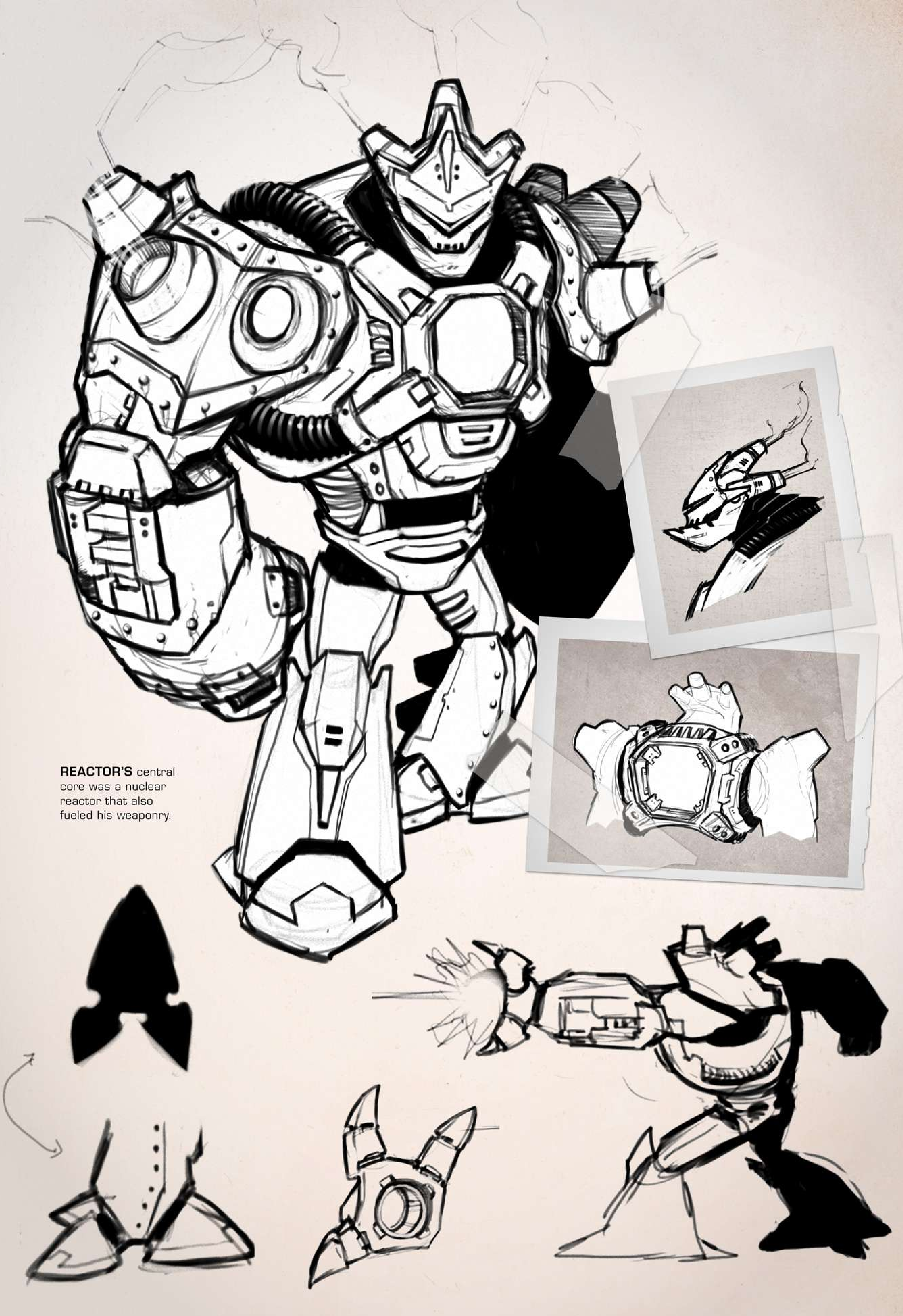
STAGE 1

STAGE 2

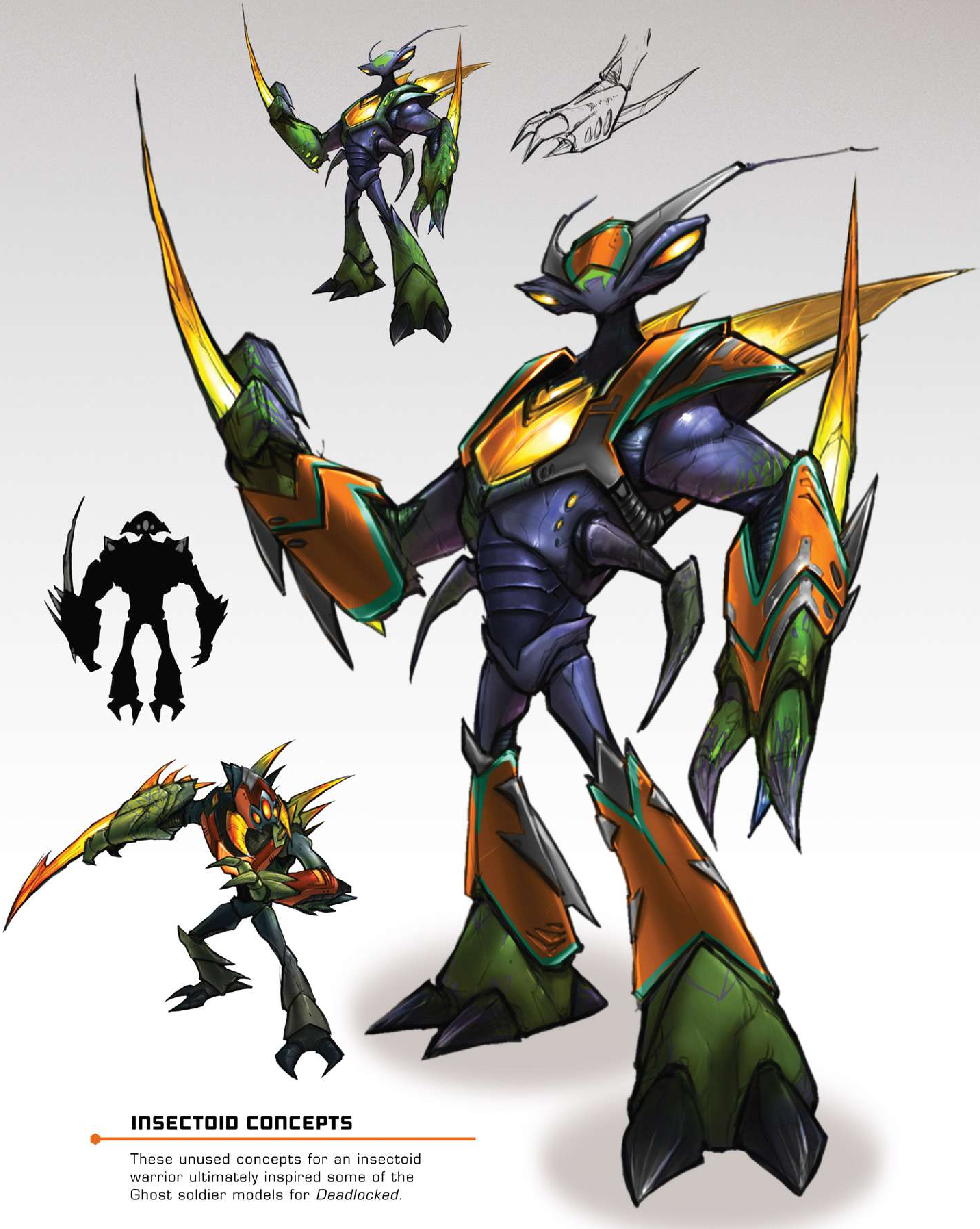
STAGE 3

SHELLSHOCK

Designing clear damage states for massive enemies and bosses became a staple of the visual language developed for enemy combat.

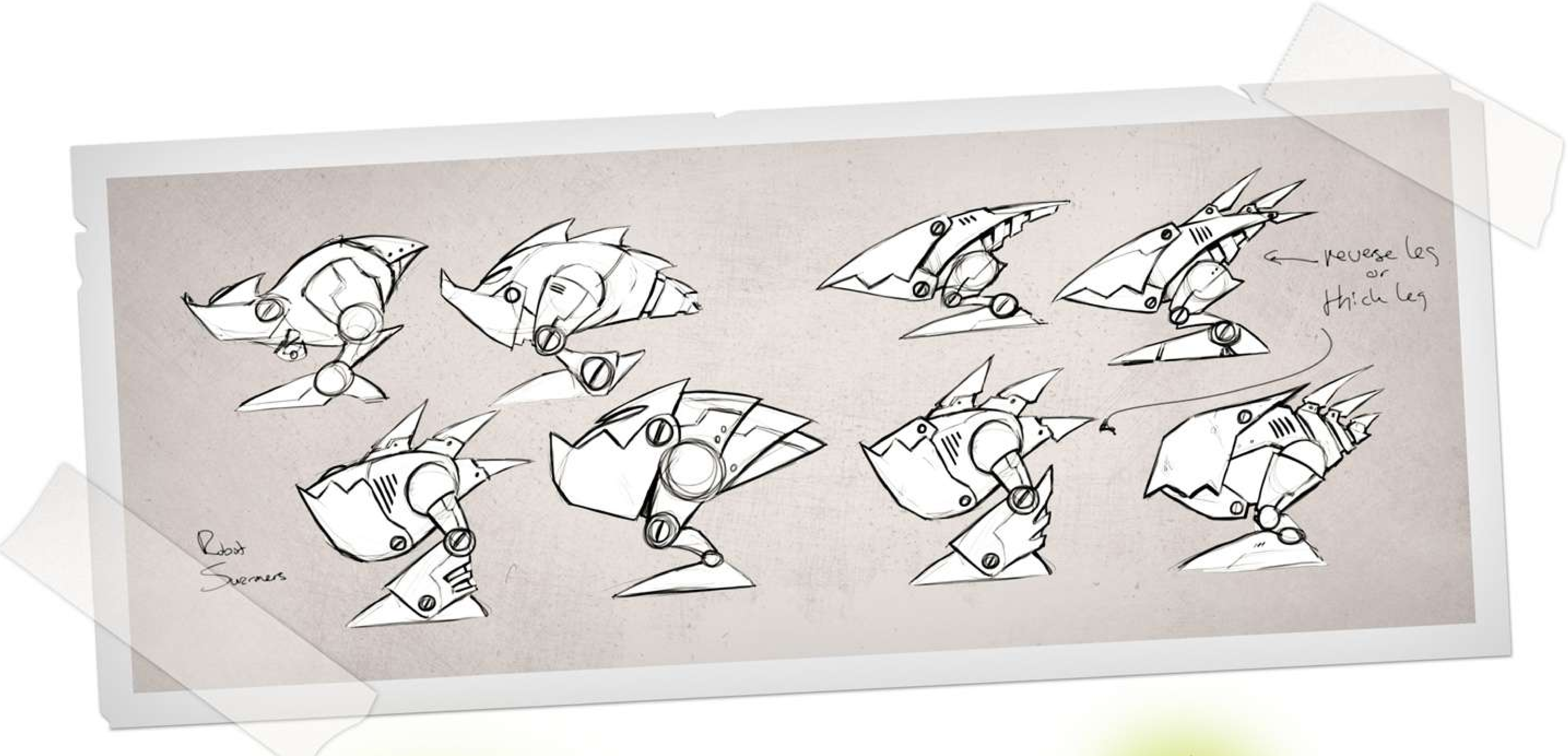


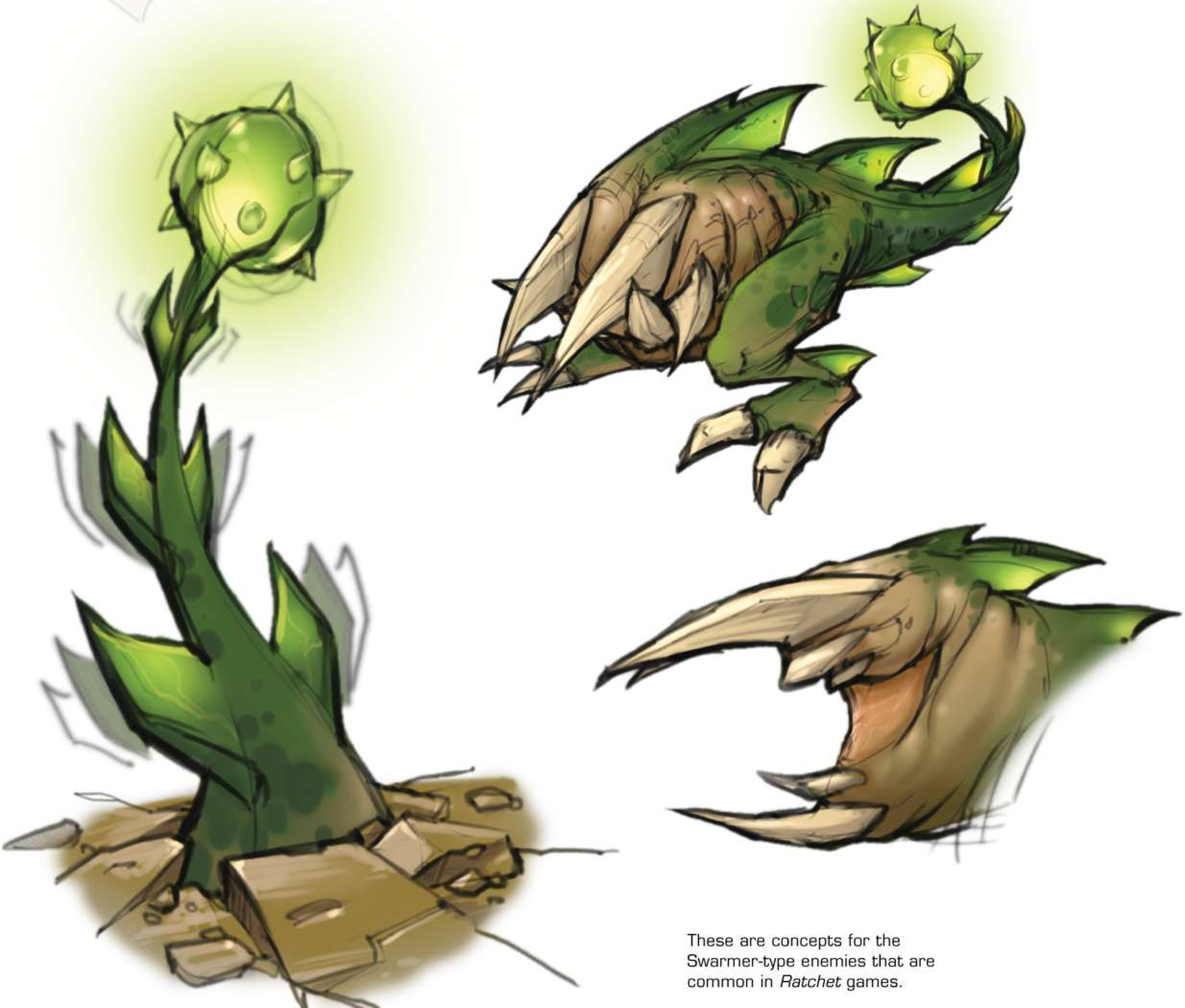
REACTOR'S central core was a nuclear reactor that also fueled his weaponry.



INSECTOID CONCEPTS

These unused concepts for an insectoid warrior ultimately inspired some of the Ghost soldier models for *Deadlocked*.


reverse leg
or
thick leg
Robot
Swarmers

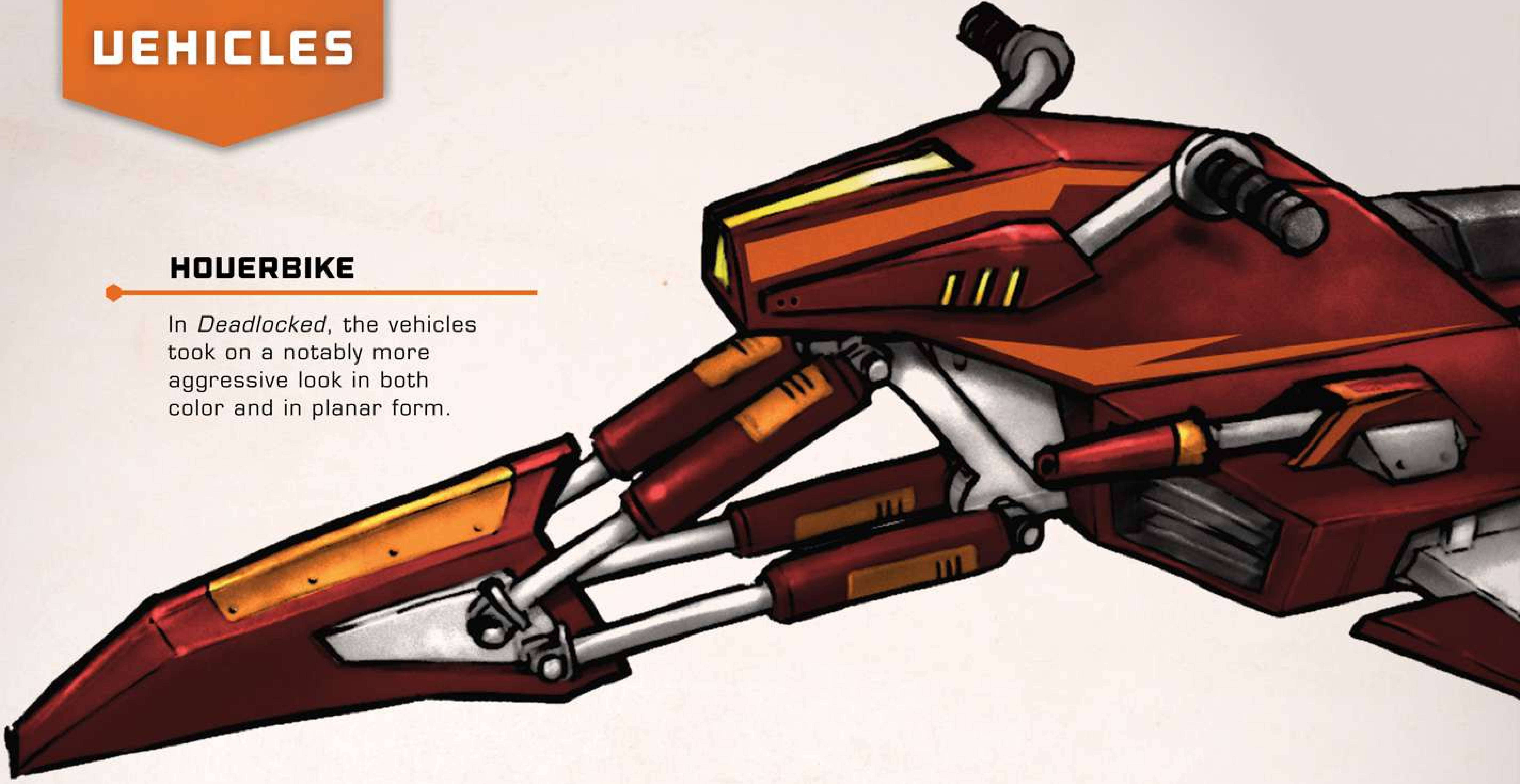


These are concepts for the Swarmer-type enemies that are common in *Ratchet* games.

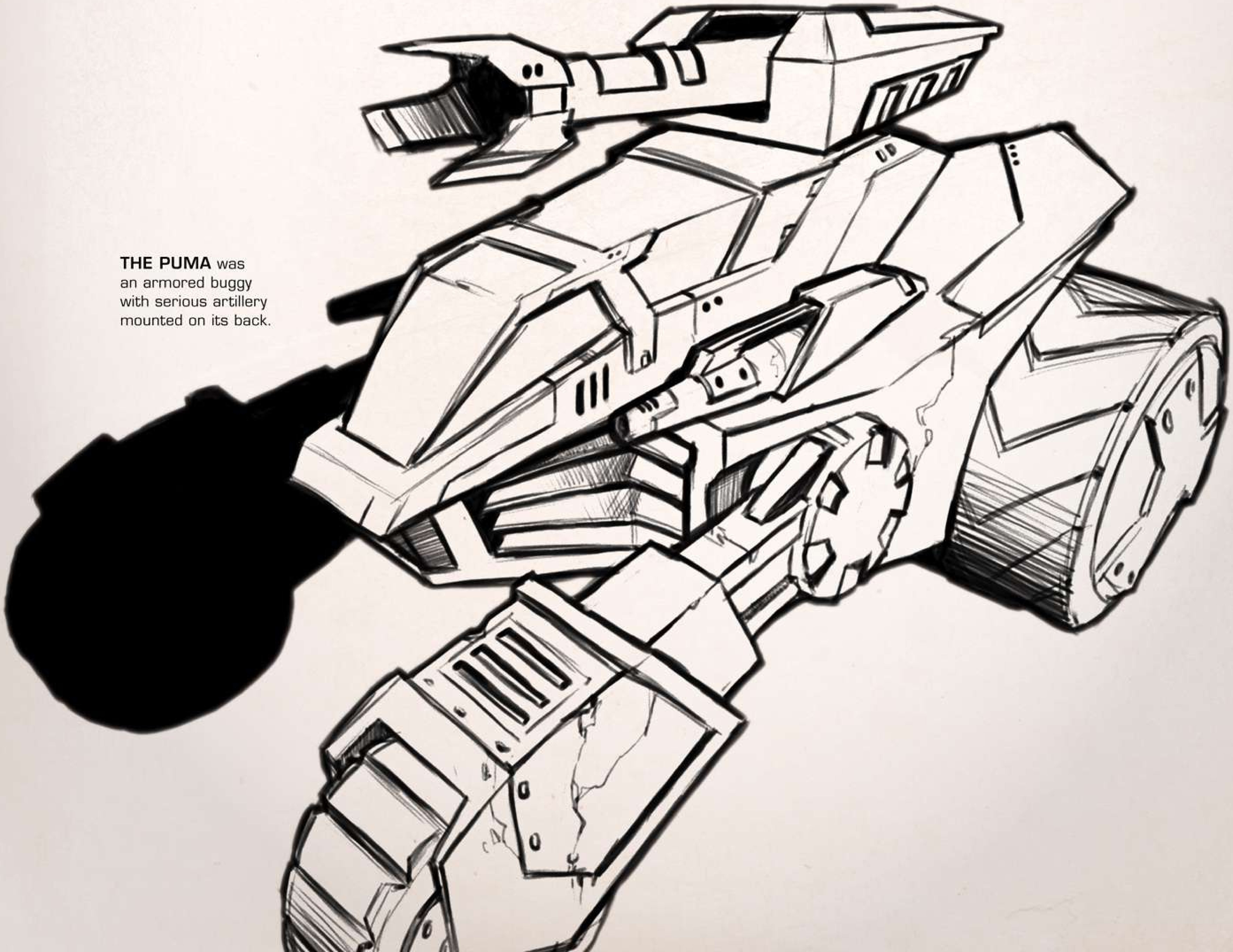
VEHICLES

HOVERBIKE

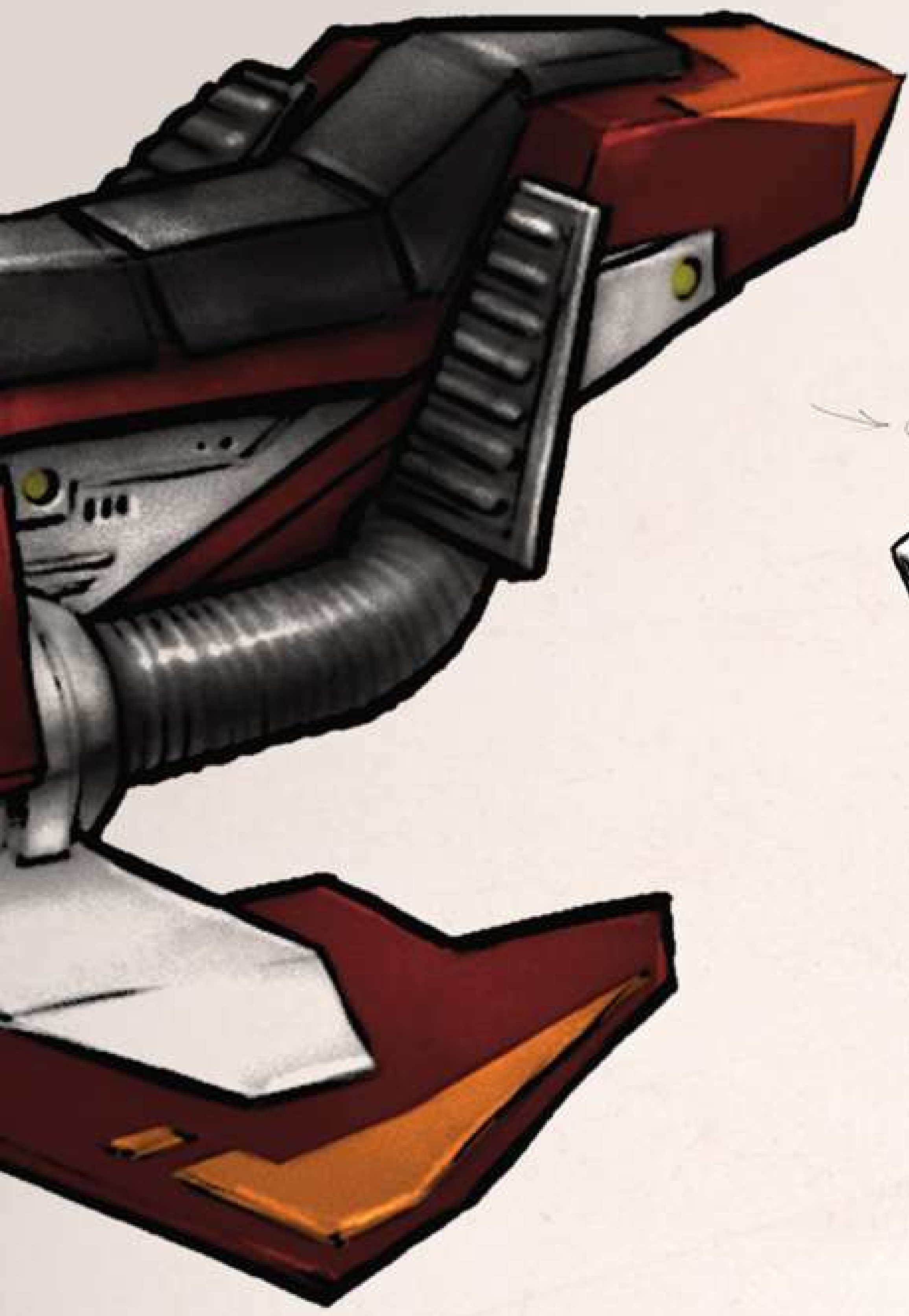
In *Deadlocked*, the vehicles took on a notably more aggressive look in both color and in planar form.

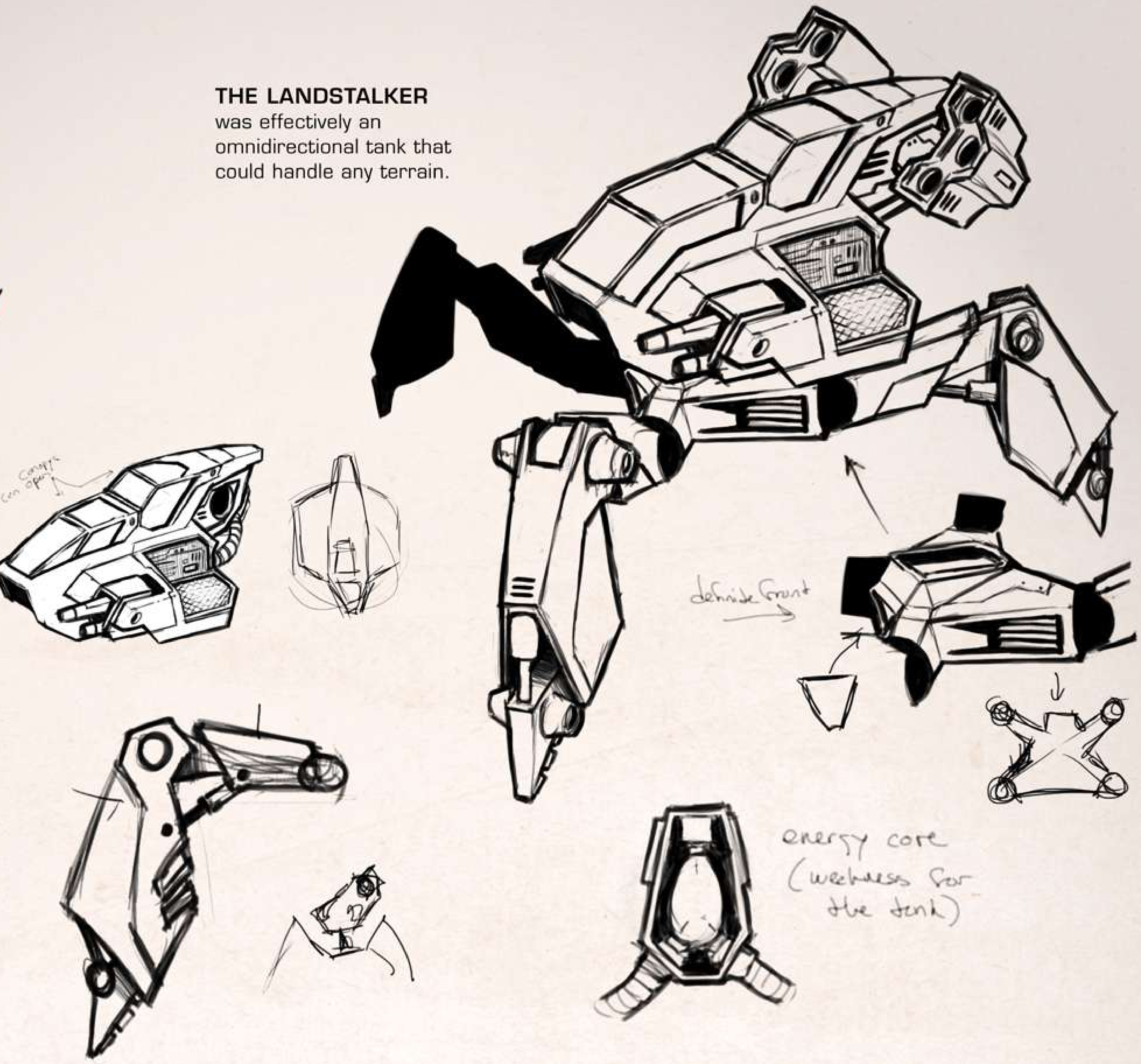


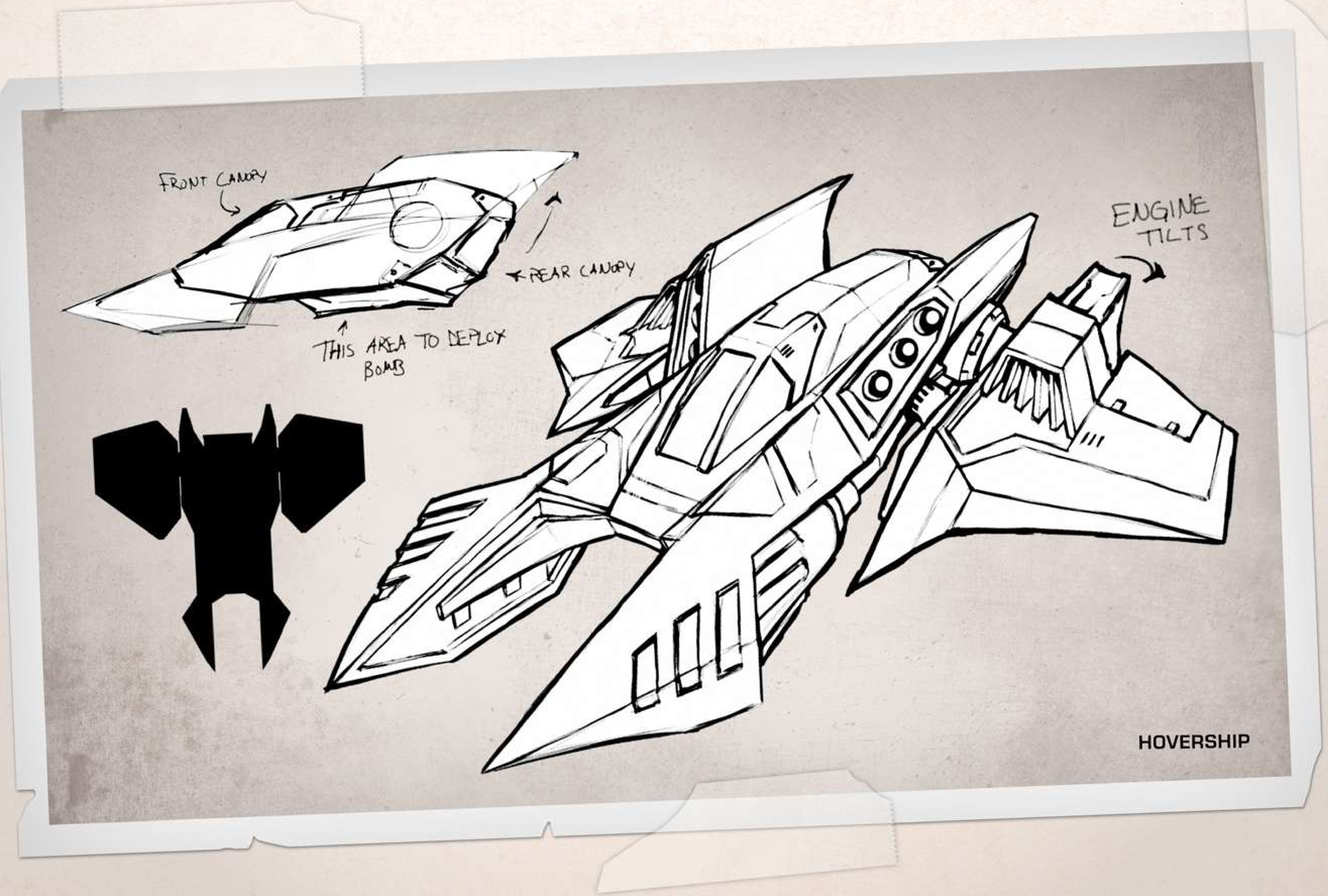
THE PUMA was an armored buggy with serious artillery mounted on its back.



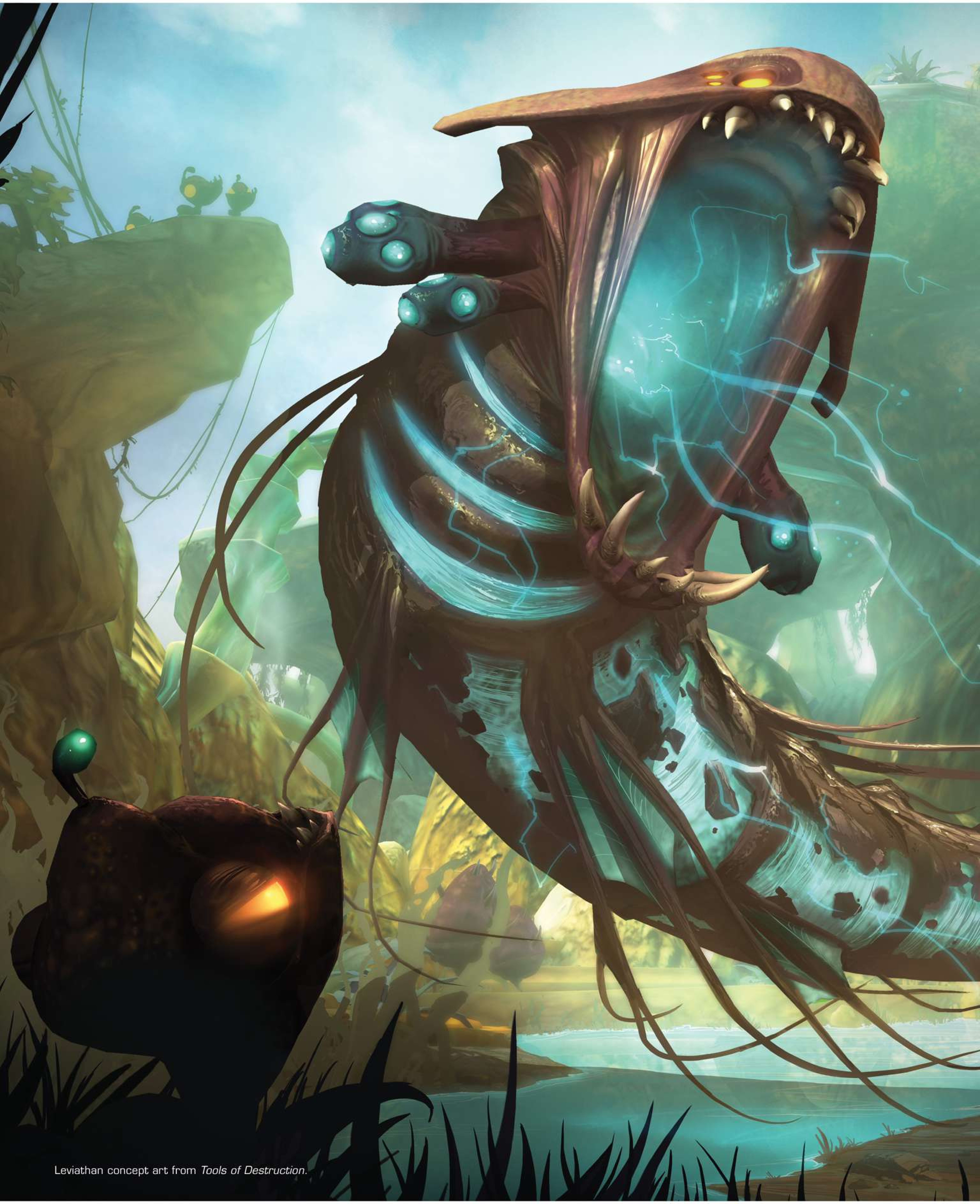
THE LANDSTALKER
was effectively an
omnidirectional tank that
could handle any terrain.




canopy can open
definite front
energy core (weakness for the tank)


FRONT CANOPY
REAR CANOPY
THIS AREA TO DEPLOY BOMB
ENGINE TILTS

HOVERSHIP



Leviathan concept art from *Tools of Destruction*.

FUTURE SAGA

2007–2009

After wrapping up *Ratchet: Deadlocked*, a small team of Insomniacs began prototyping *Ratchet & Clank Future*—the first Ratchet game for PlayStation 3. One of the core goals for the game on PS3 was to create the experience of playing a CGI film.

The story took a strong step in that direction, giving Ratchet a chance to explore his past and search for his Lombax family. The humor and heart were there, but just as important, the *Future* game brought a new level of fidelity to the visuals.

The PlayStation 3 offered the art team a huge increase in power and capability. For the first time Ratchet and Clank's worlds would appear in beautiful high-definition. An early test flythrough re-imagined Metropolis for the new hardware, and demonstrated the potential of longer draw distances and layered shaders. The engine now allowed for shiny metal and beautiful fur. It was a game-changer.

However, it also meant all sorts of new challenges arose—how shiny should things be in the Ratchet universe? What does Ratchet's fur look like on this next-generation console?

RATCHET & CLANK FUTURE

TOOLS OF DESTRUCTION™

RATCHET & CLANK FUTURE
TOOLS OF DESTRUCTION
RATING PENDING
RP
ESRB
INSOMNIAC GAMES

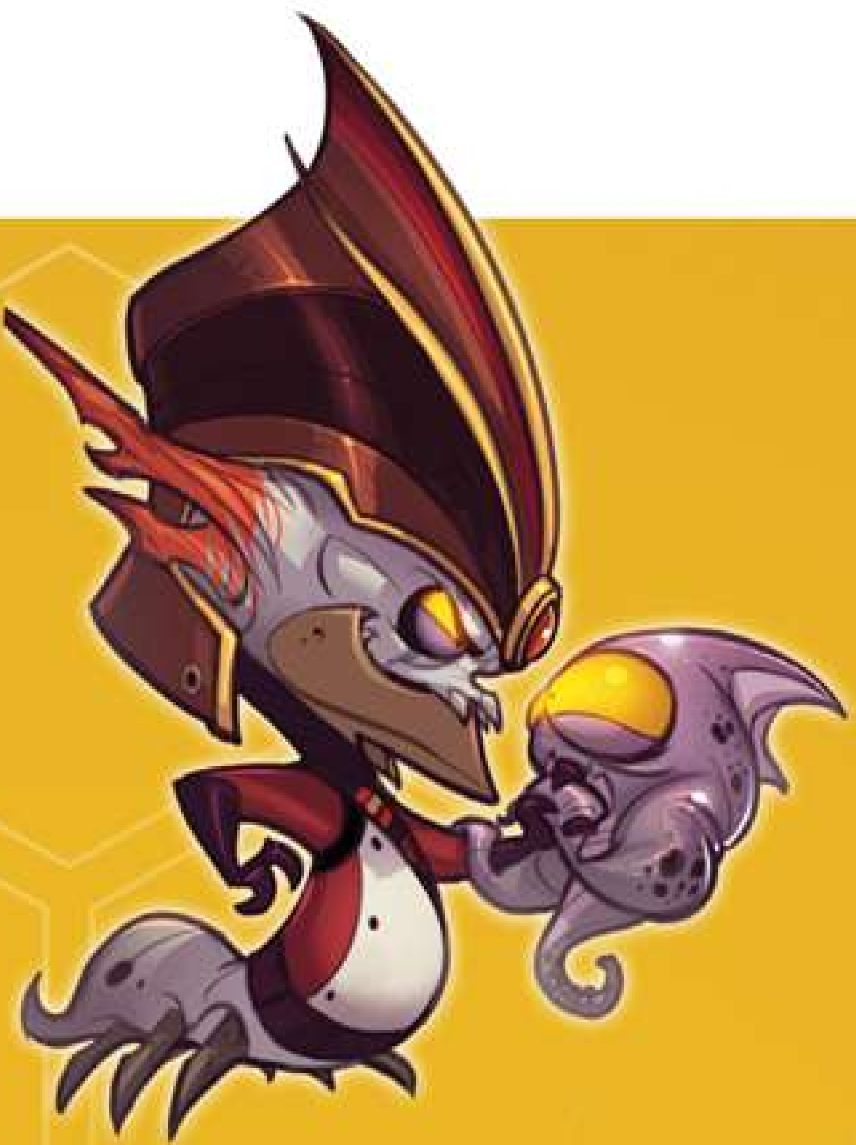
The first time *Tools of Destruction* was offered as a playable experience, it demonstrated the CG-cinematic sensation through the planet Jasindu—a world filled with the mechanically-inclined Kerchu. These fuzzy warriors had all sorts of metallic refineries and construction vehicles—creating a world unlike any other and taking full advantage of the new hardware.

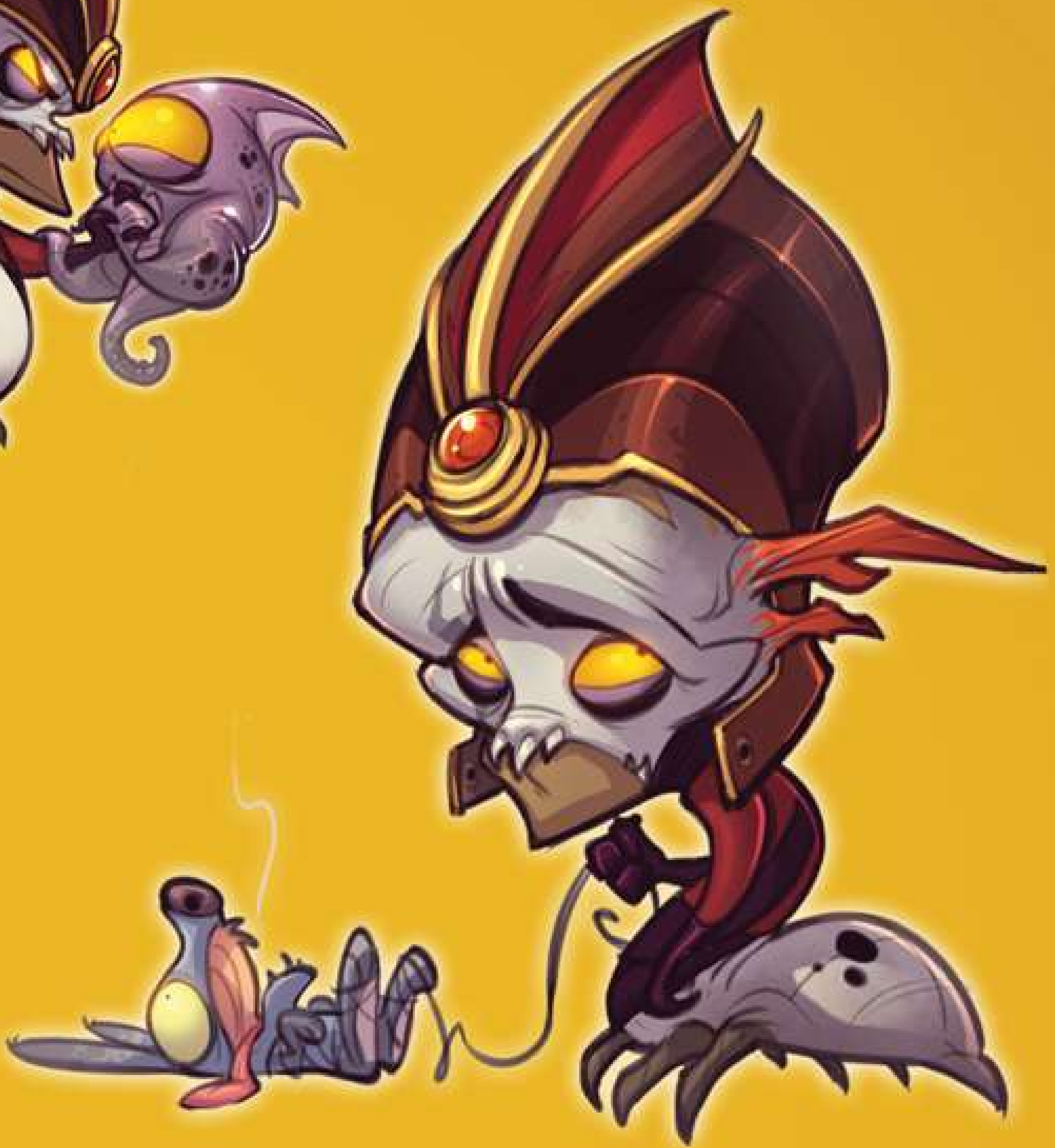
By this point, the Insomniac art team was firing on all cylinders. Three years of PlayStation 3 experience resulted in new techniques for construction, detailing, and lighting. Once-static skies now moved with dynamic cloud cover, and once-clear landscapes now swirled with particles. Post-processes opened up new avenues for controlling tone, hue, and depth, resulting in a more film-like final frame.

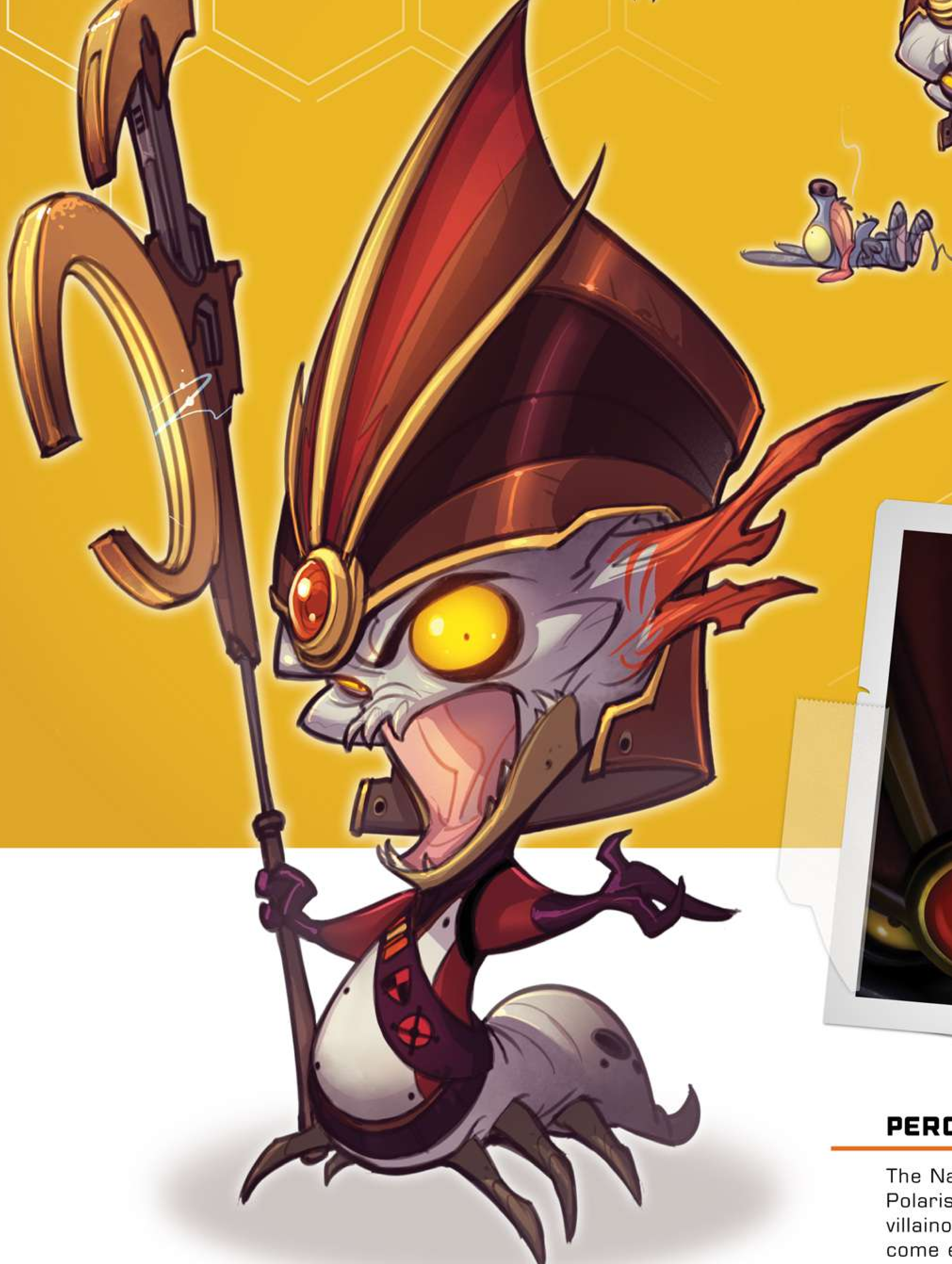
The new hardware also required rebuilding the game from the ground up. Every asset and model had to be re-made—from a basic crate to Ratchet and Clank themselves. The shapes of the main characters were refined for the higher resolution and polygon counts as well, giving them their modern look that has remained more or less intact since then.

FS PS3 2007

MAIN CHARACTERS

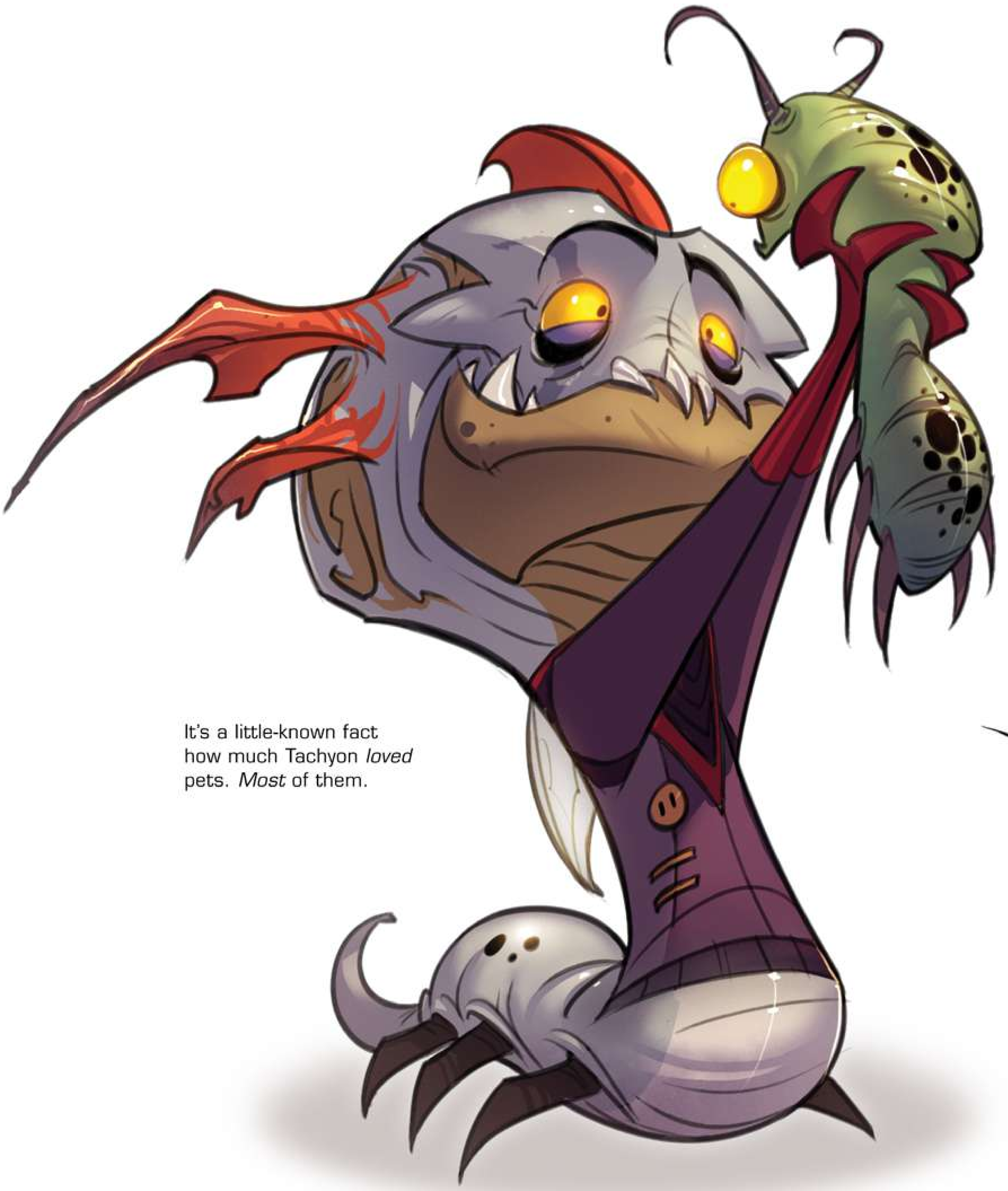




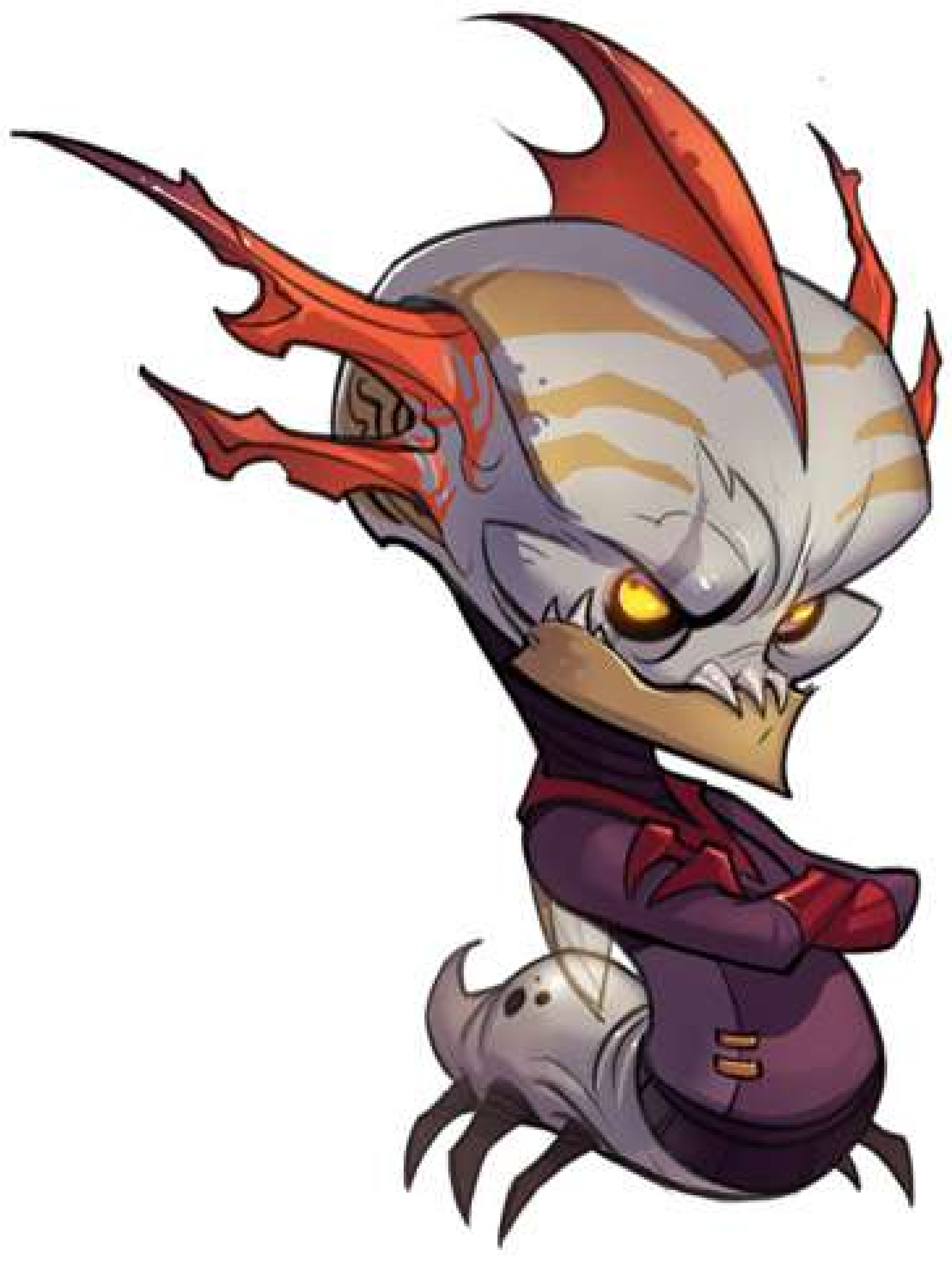


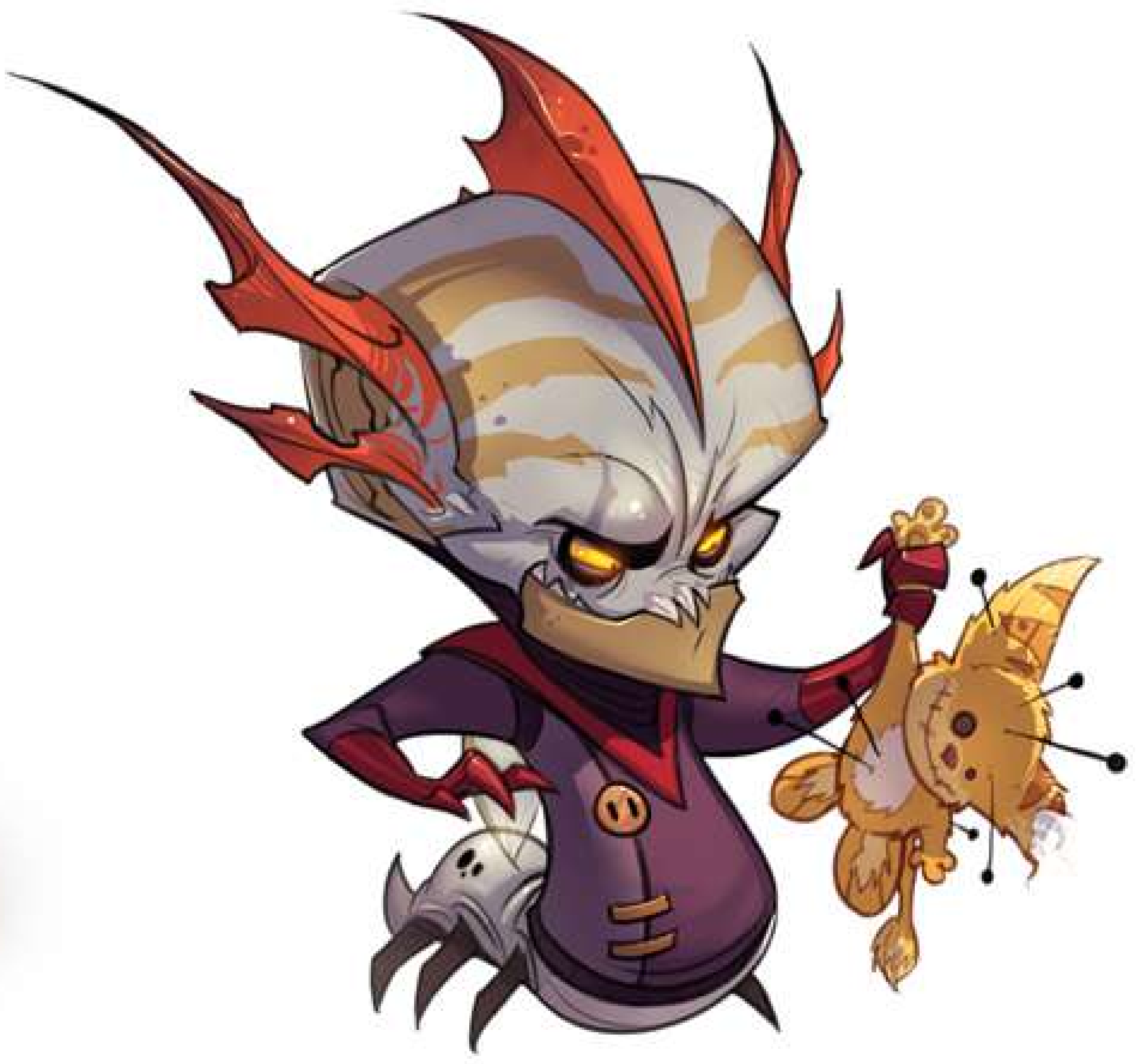
PERCIVAL TACHYON

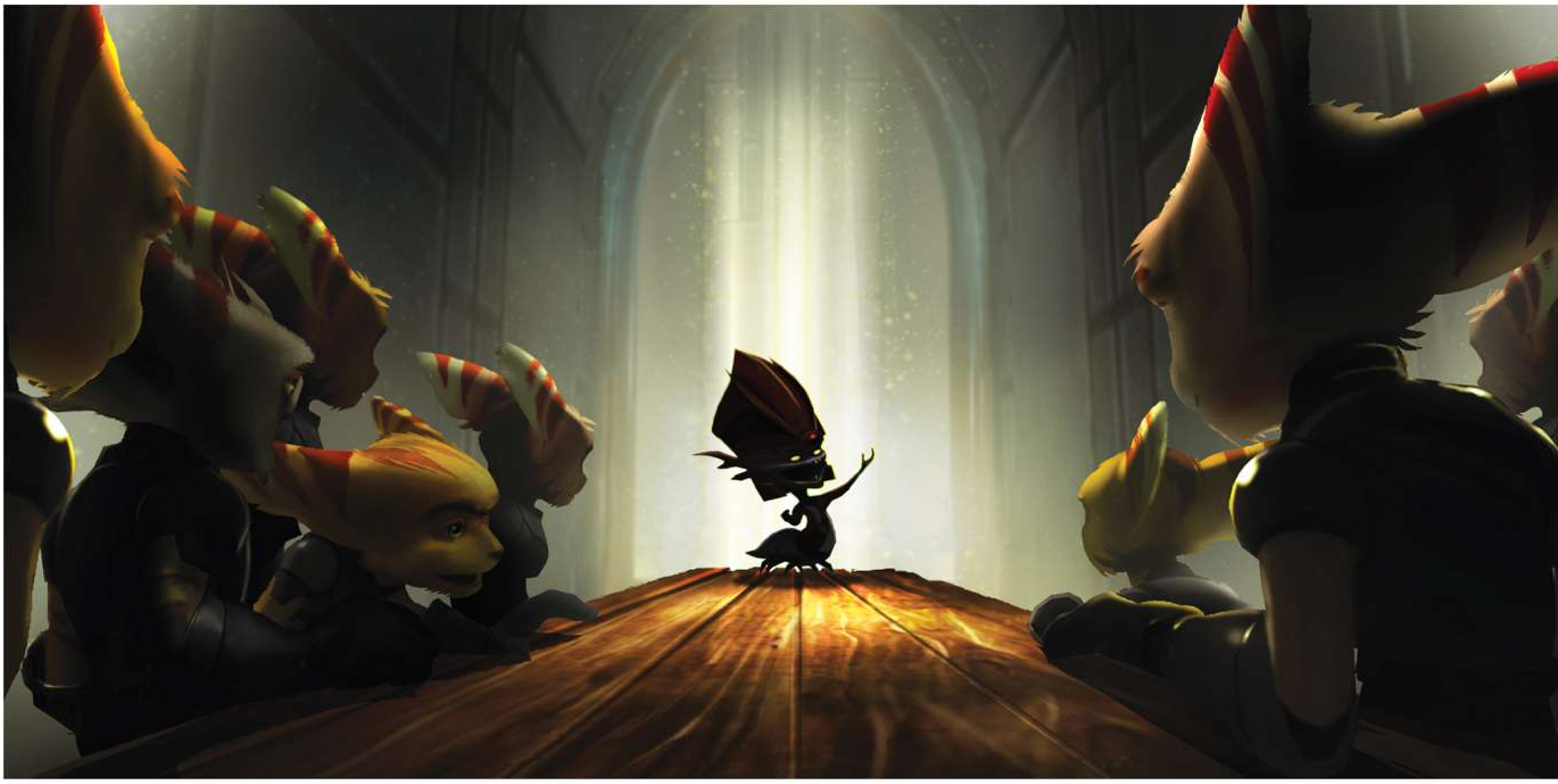
The Napoleon of the Polaris Galaxy. This villainous Cragmite didn't come easily—requiring several weeks and fifty production sketches to find the design.

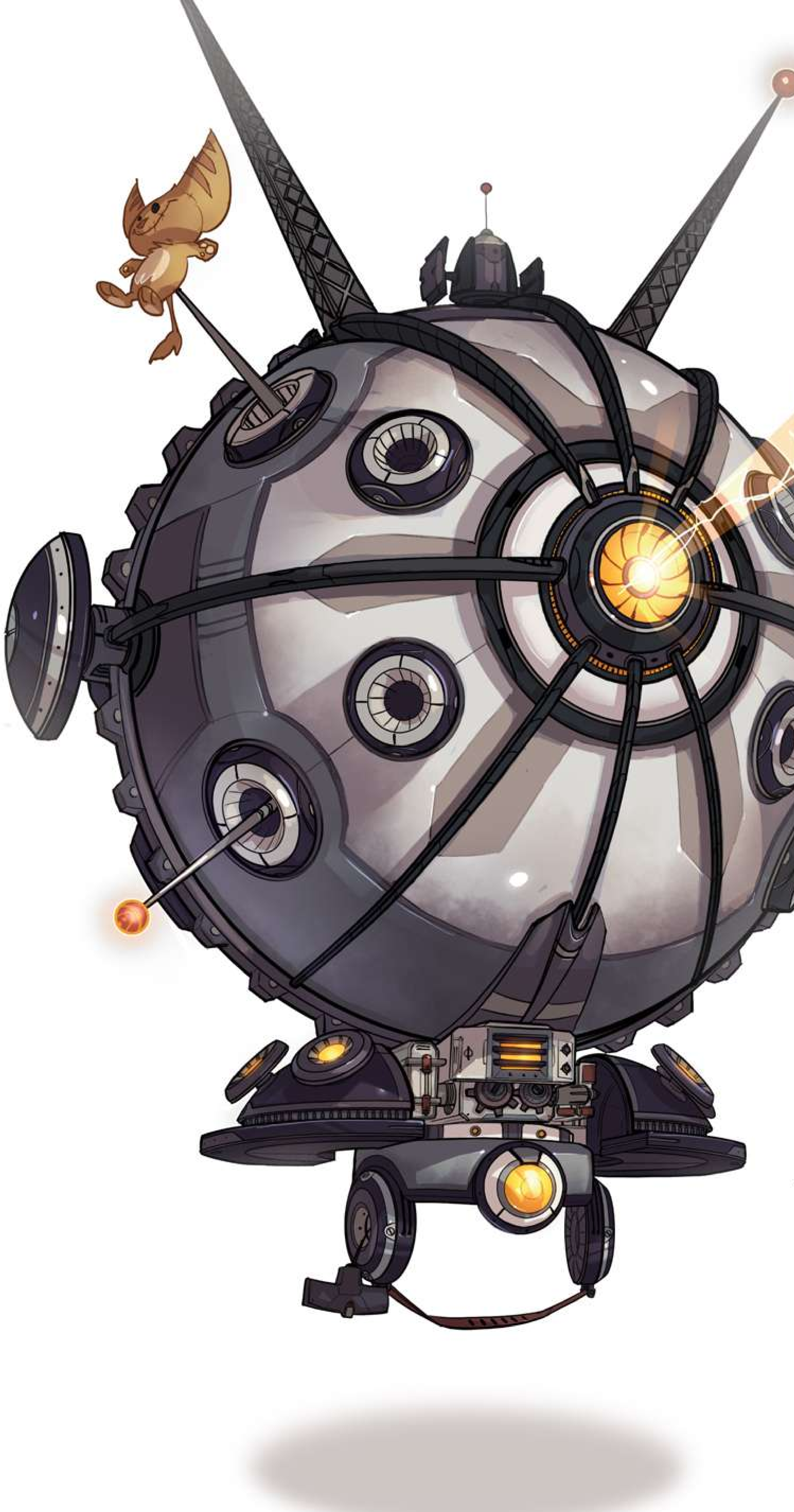


It's a little-known fact how much Tachyon *loved* pets. *Most* of them.



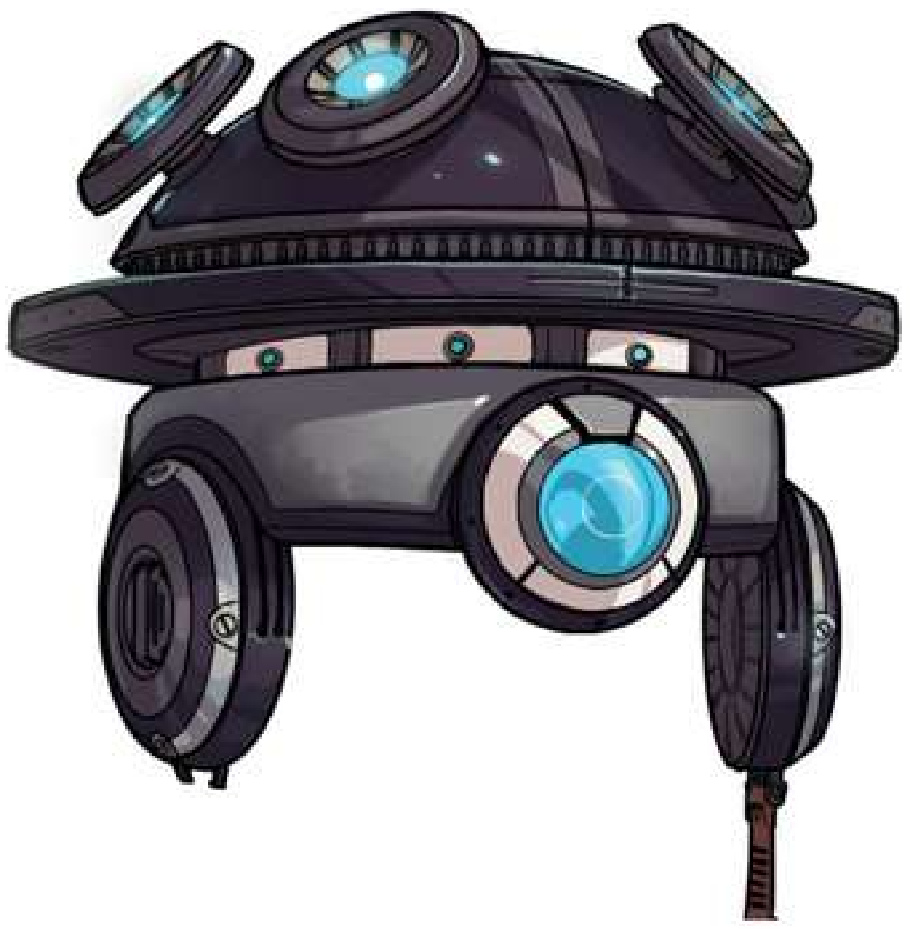


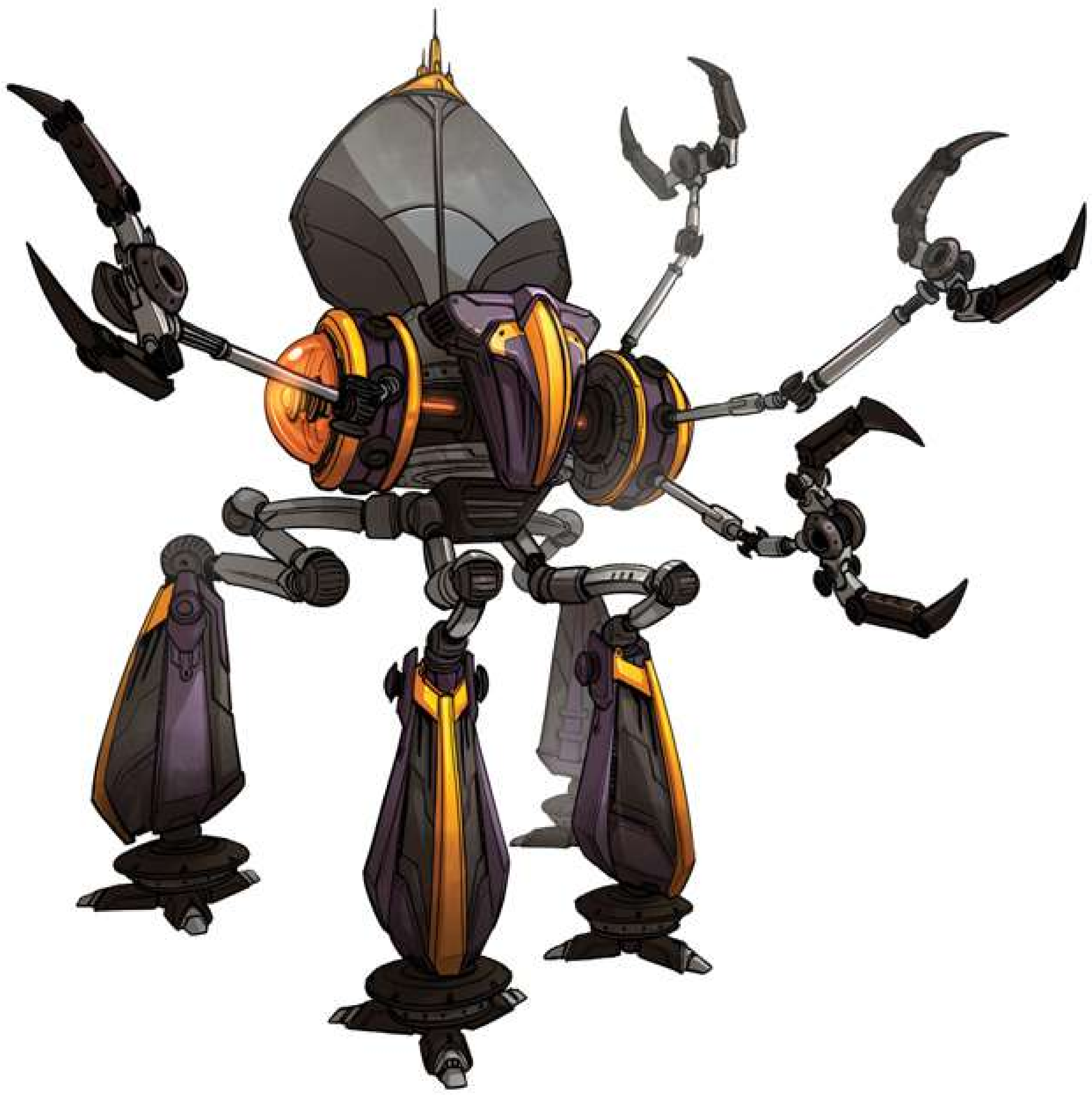


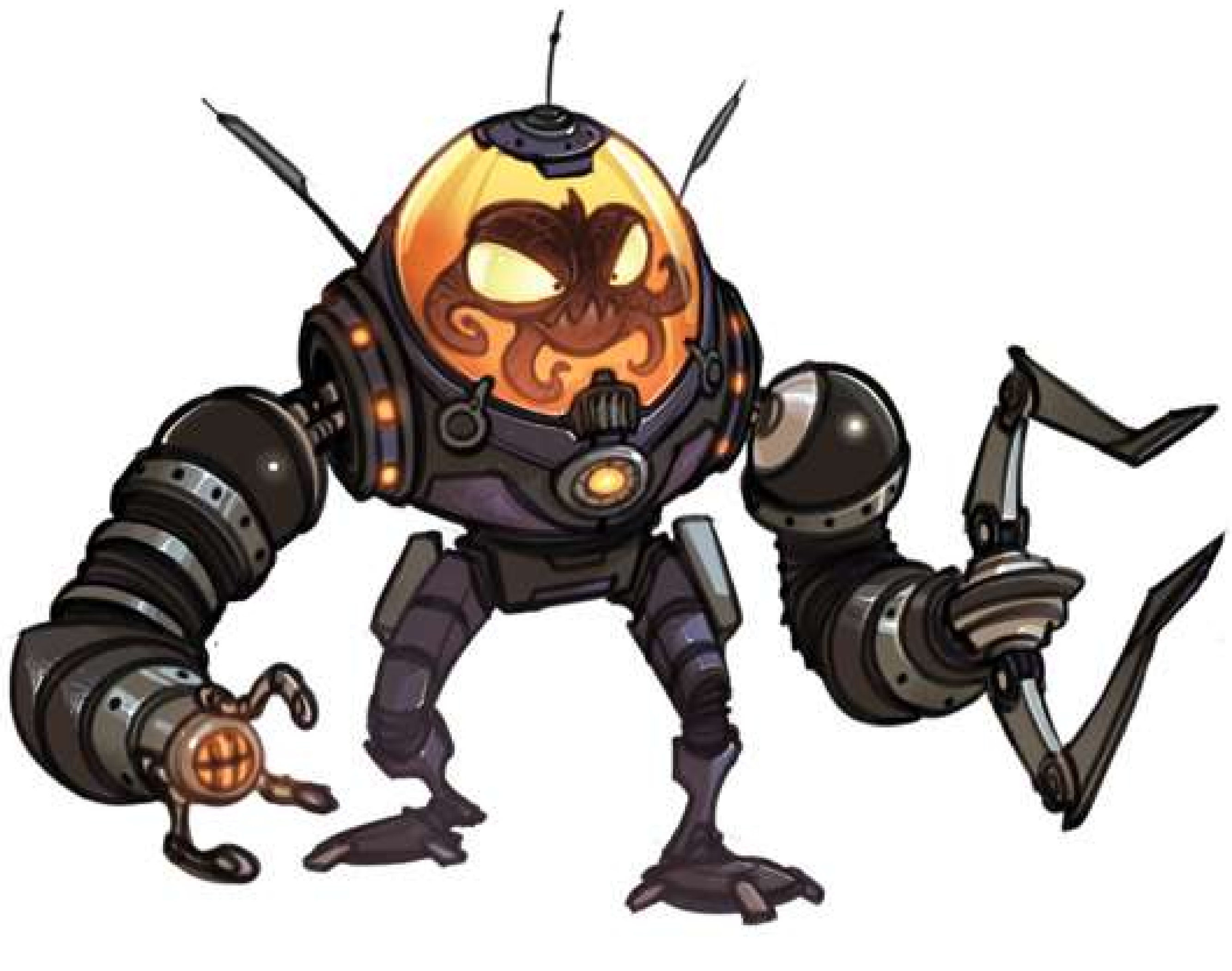


DIMENSIONATO

The team always enjoys a zany reveal, so during development we started to wonder, "Just how crazy can we go with this thing?"

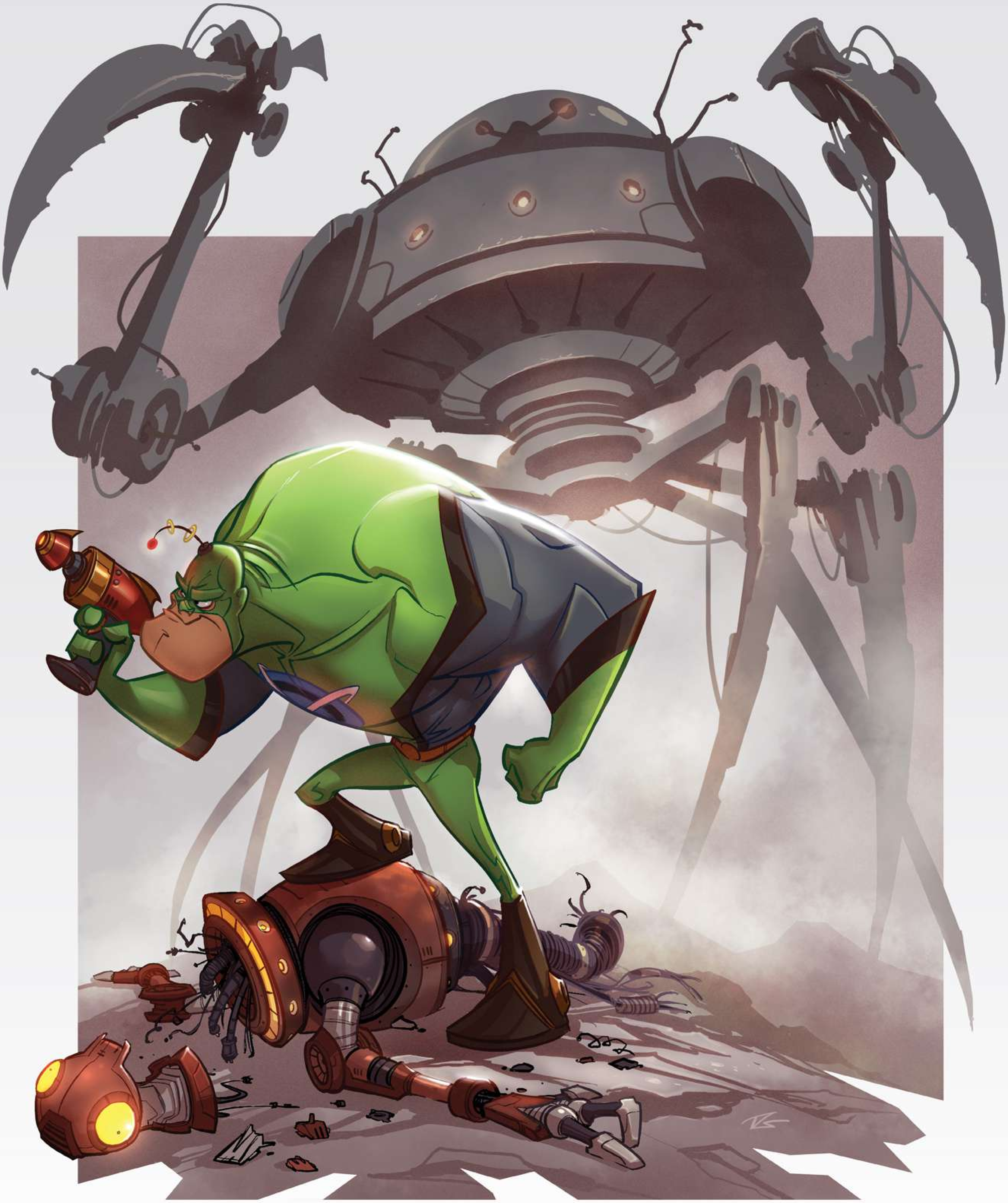




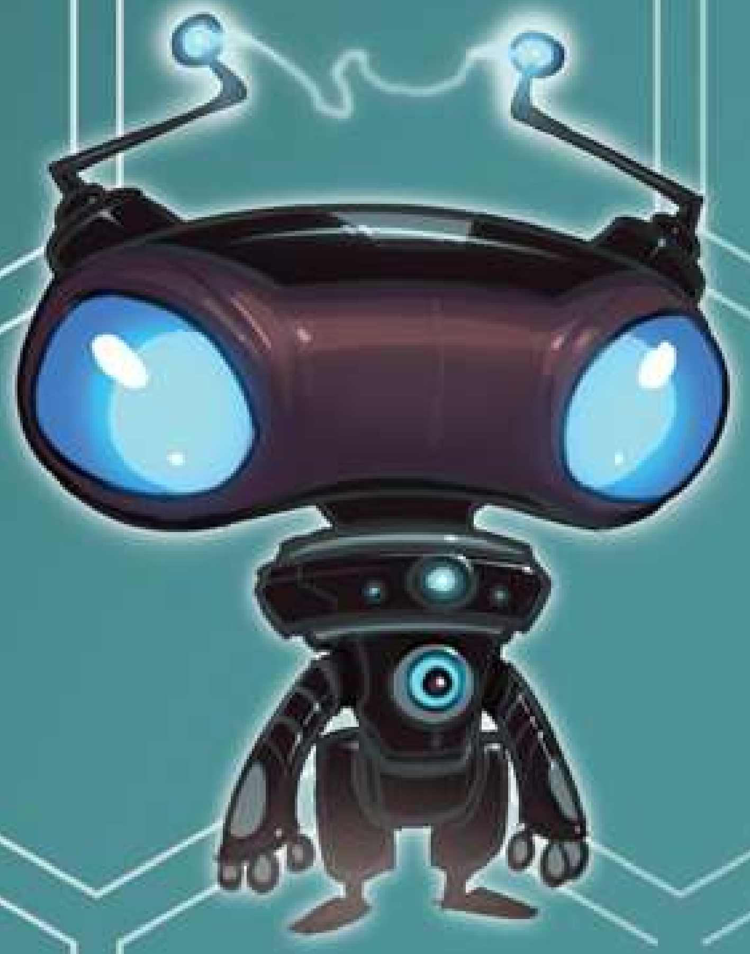


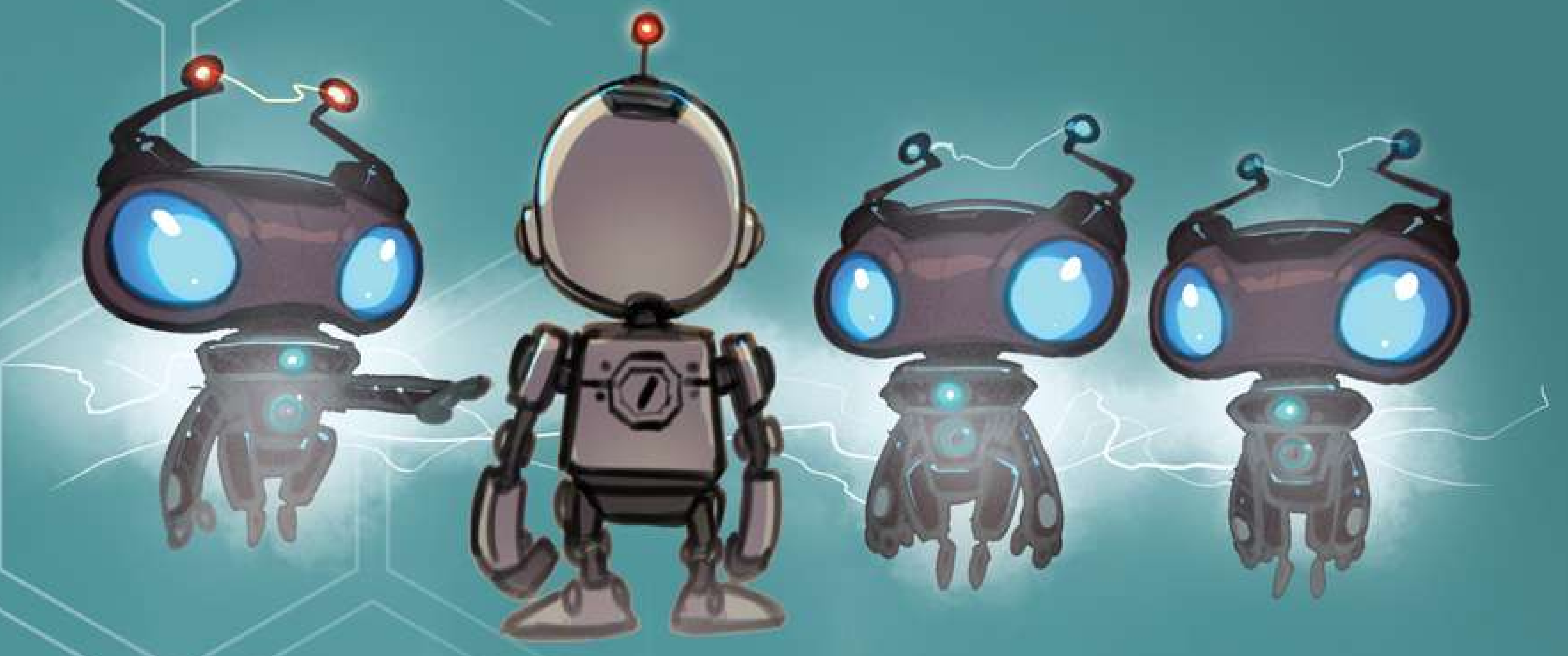
TACHYON THRONE

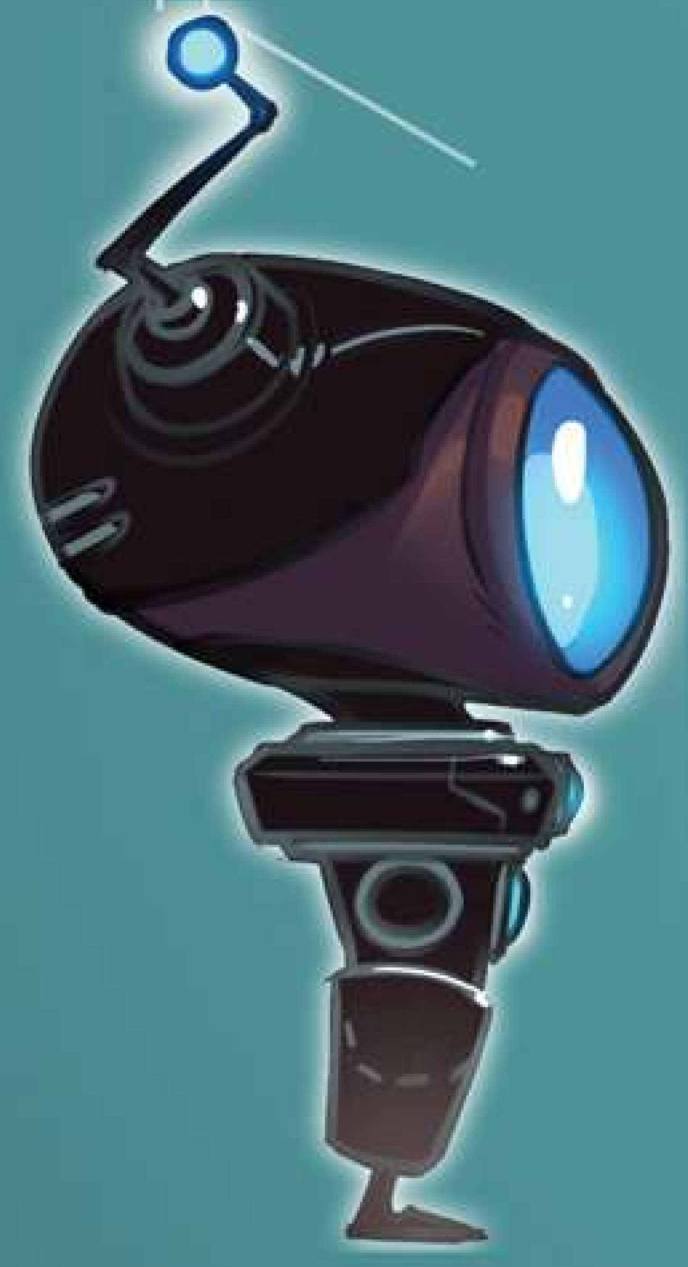
To compensate for his modest height, Tachyon's throne allowed us to maintain a small character while still providing plenty of boss battle potential.

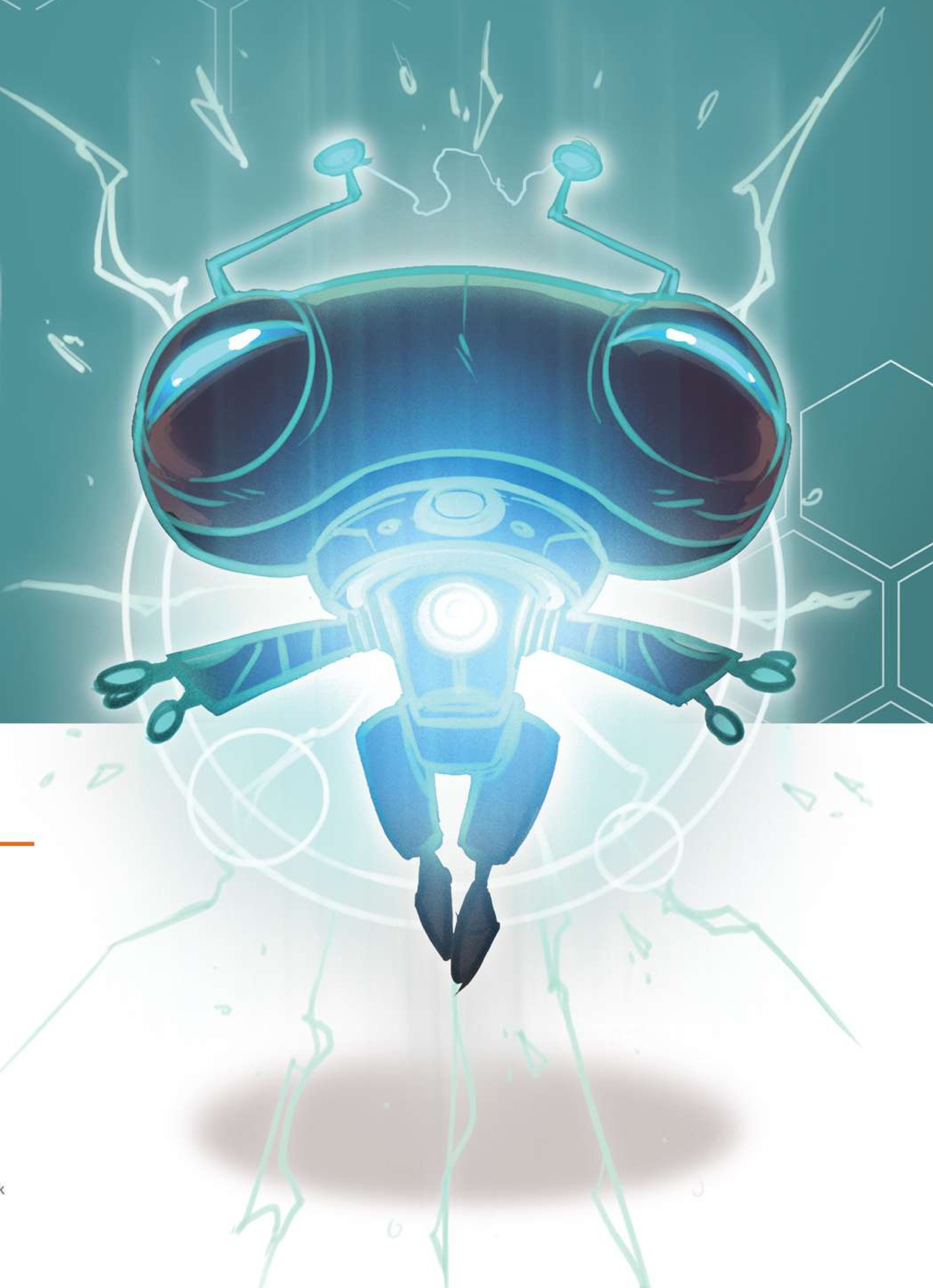


Quark with Blaster gun.



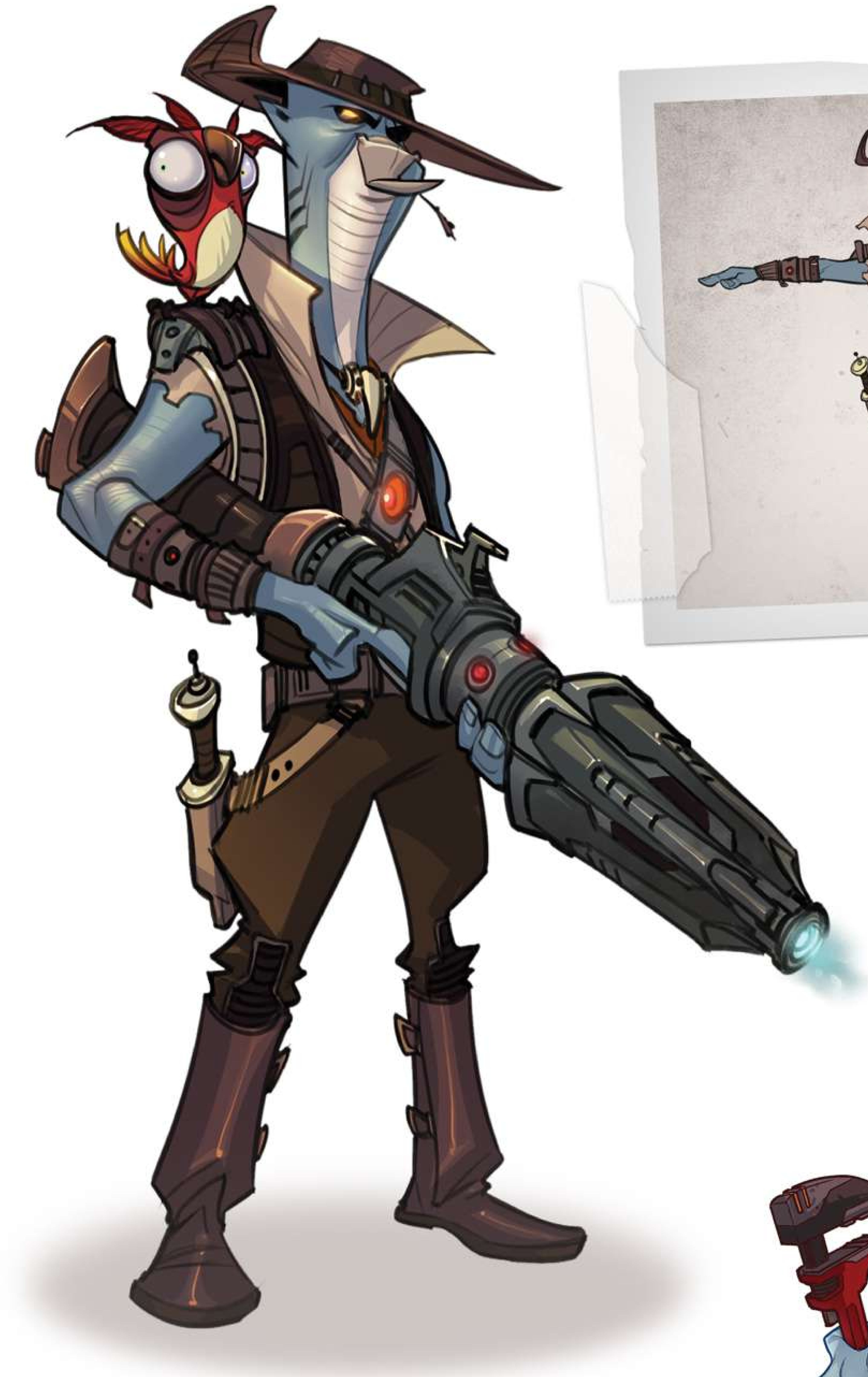


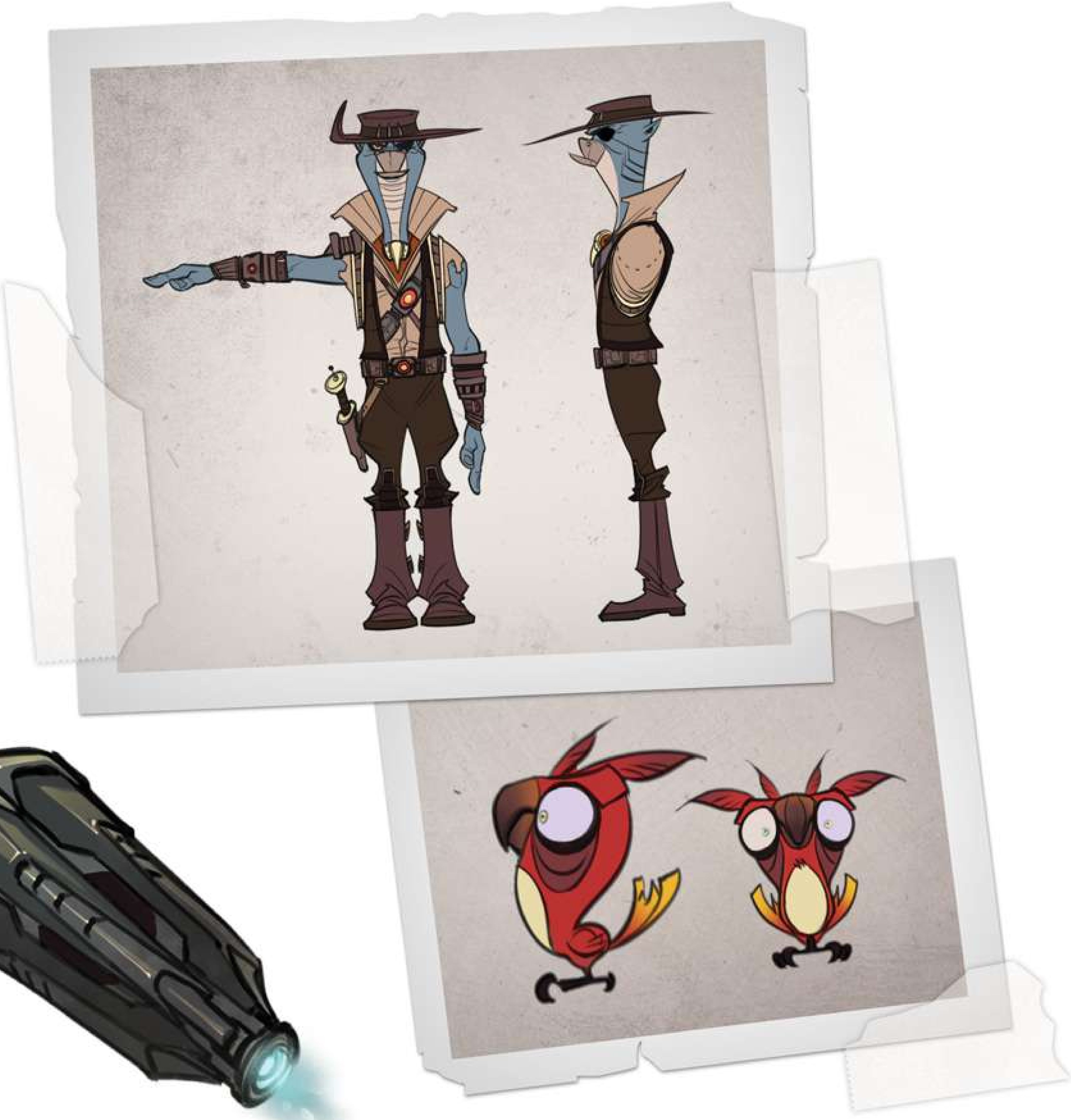




ZONI

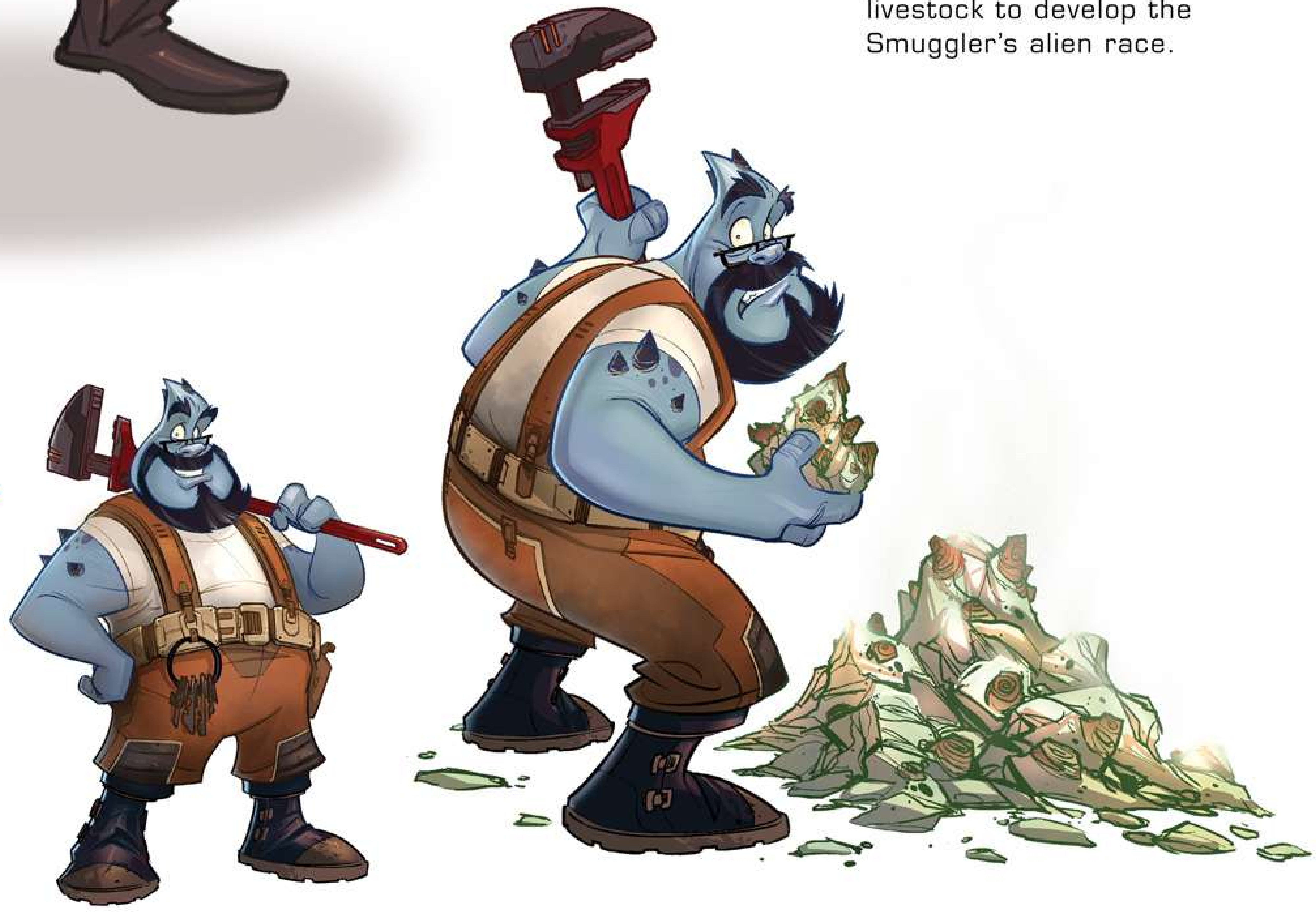
These cosmic aliens served as the first bridge to the mysteries of Clank's past. We felt prominent round eyes were critical to maintain that connection.





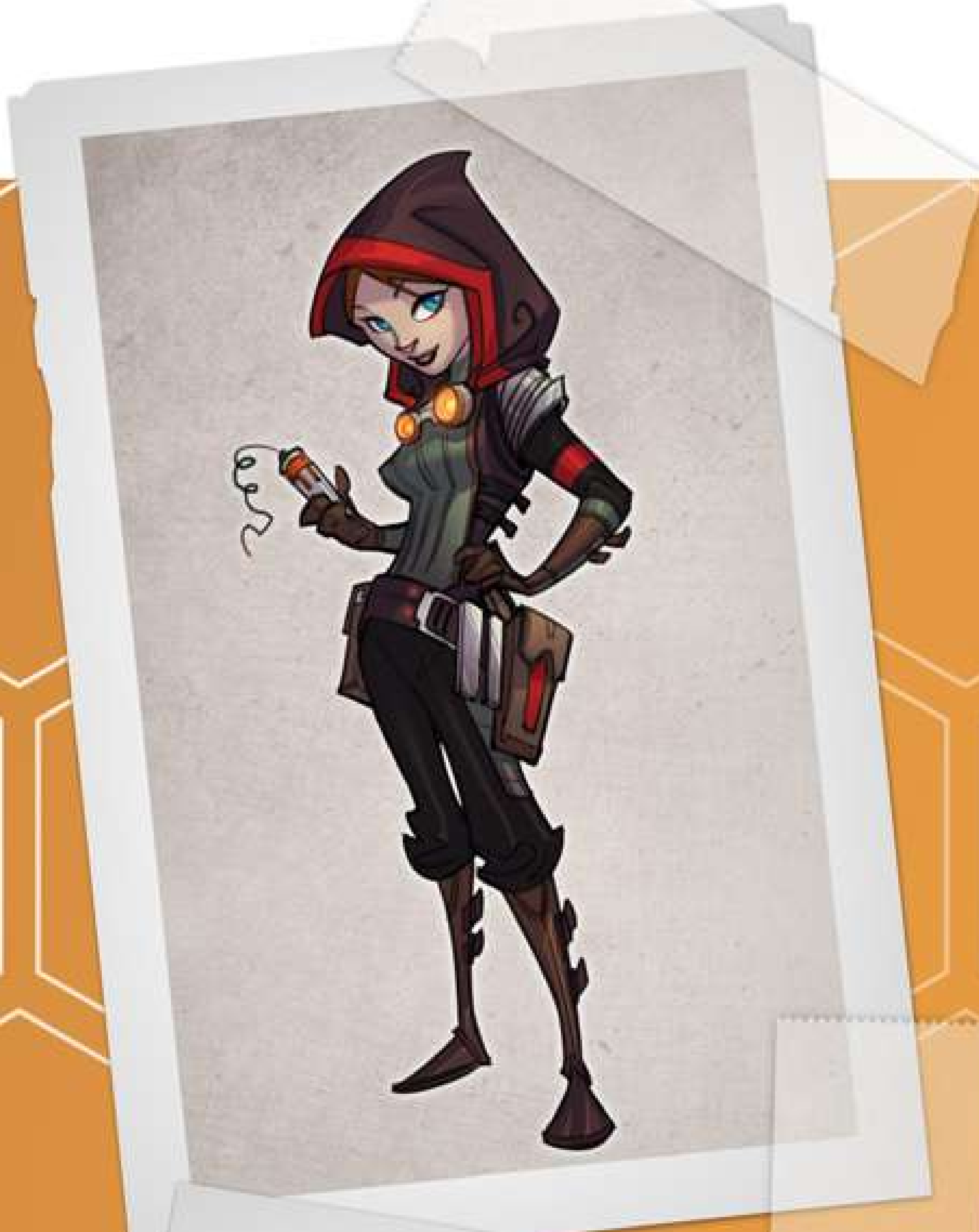
THE SMUGGLER

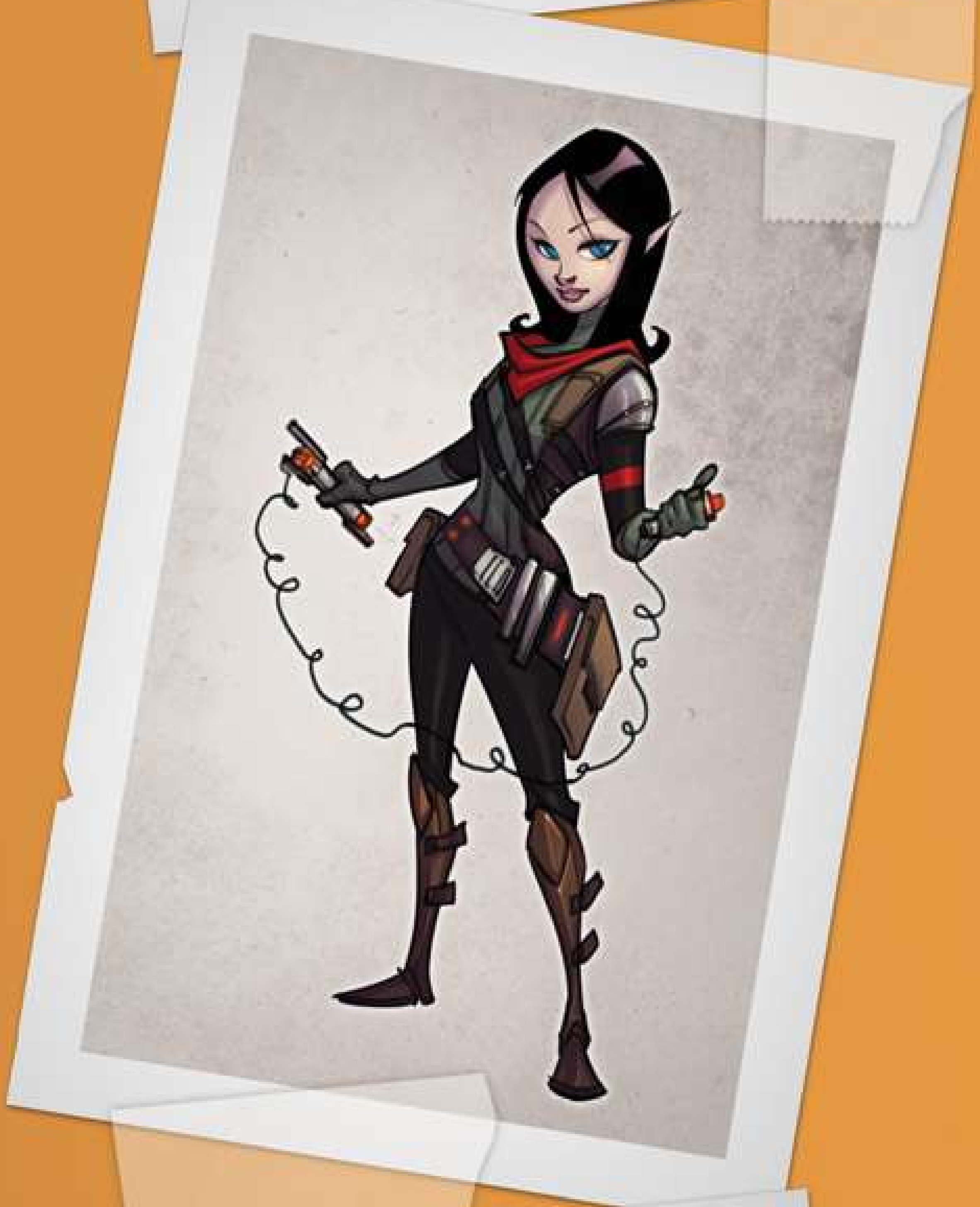
To accentuate his rural character traits, we focused on cows and livestock to develop the Smuggler's alien race.

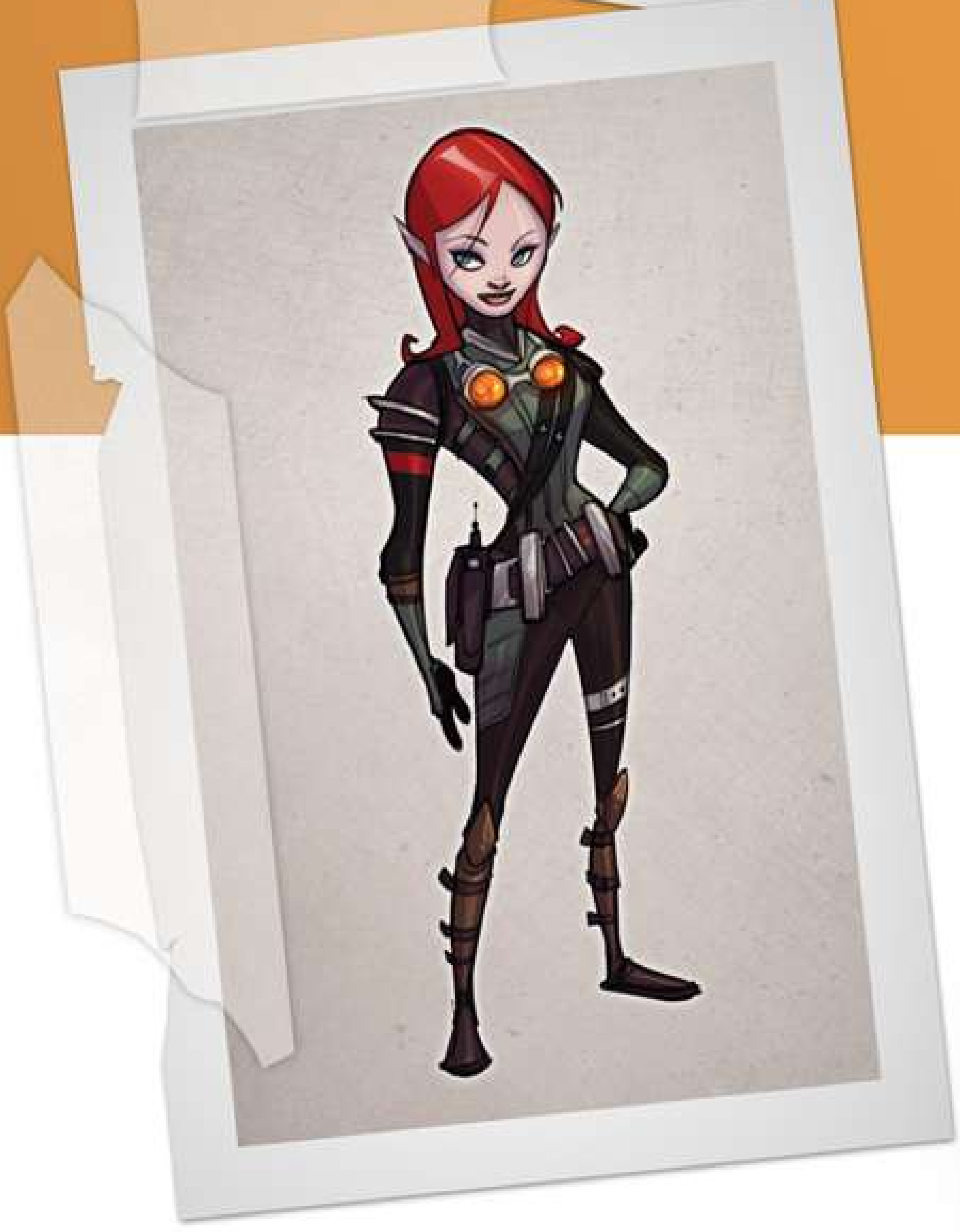


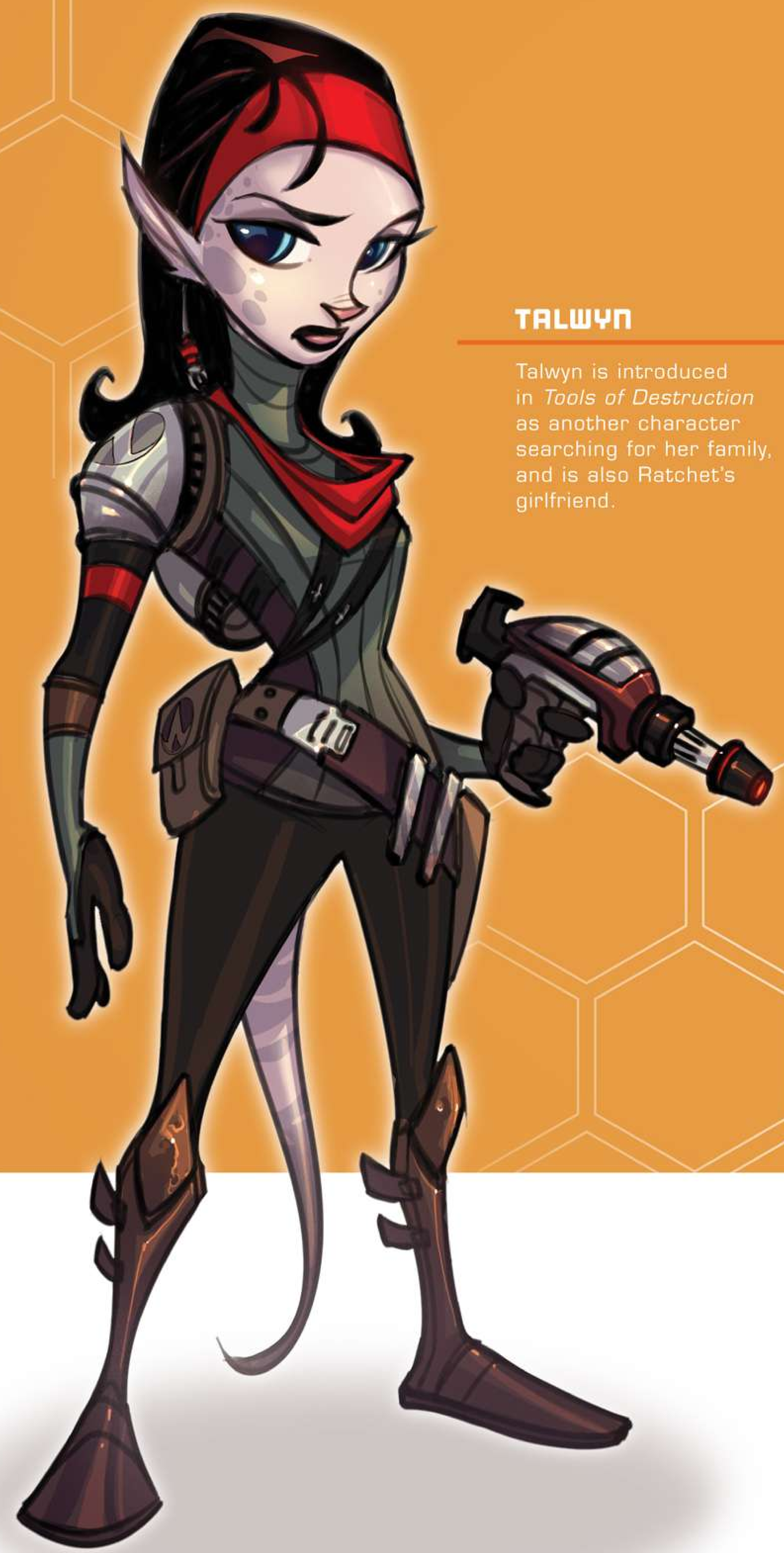
THE PLUMBER

This mysterious, wise caretaker is actually based on Dave Guertin's dad and his life as a contractor. Beard included.



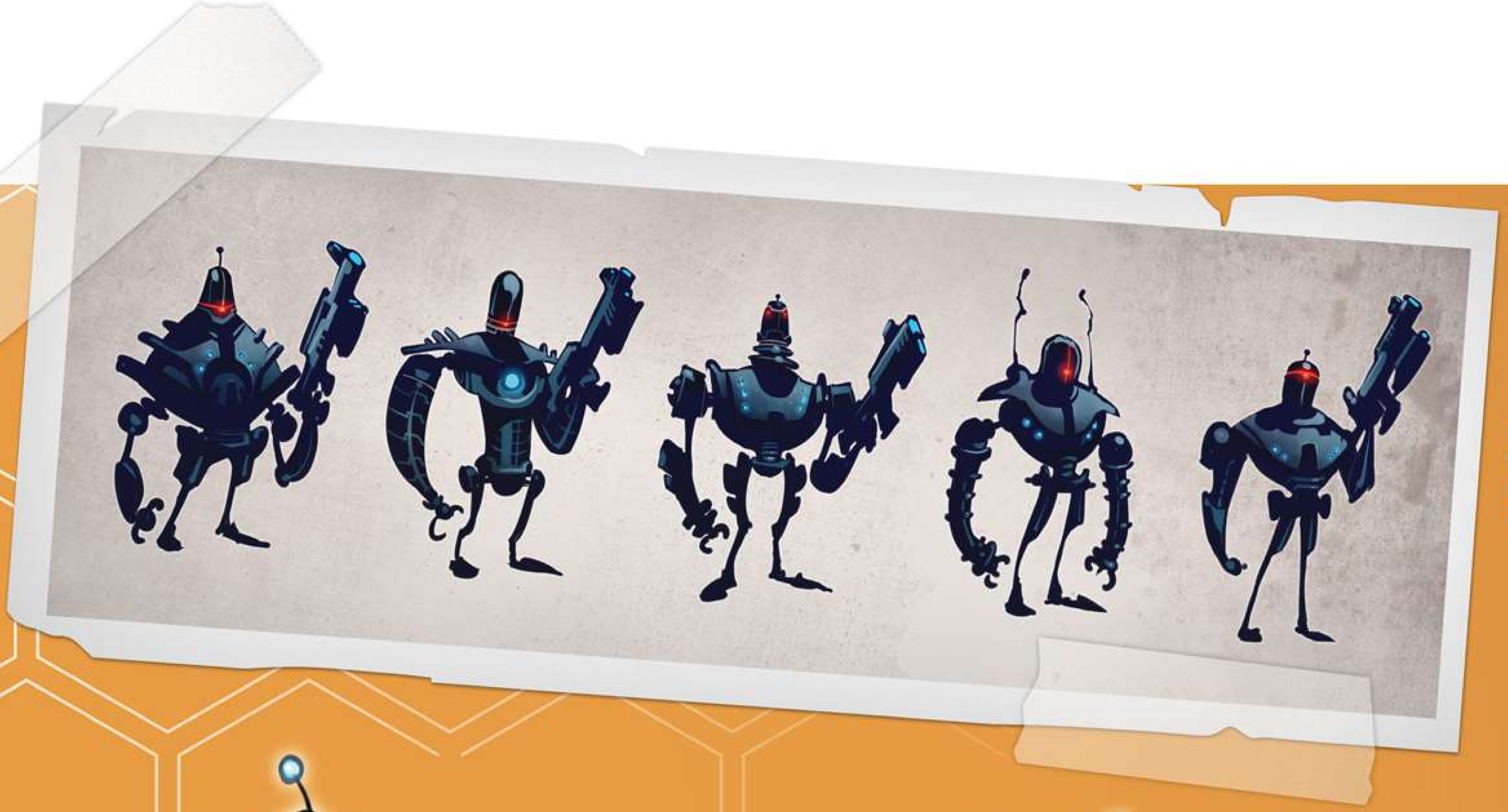




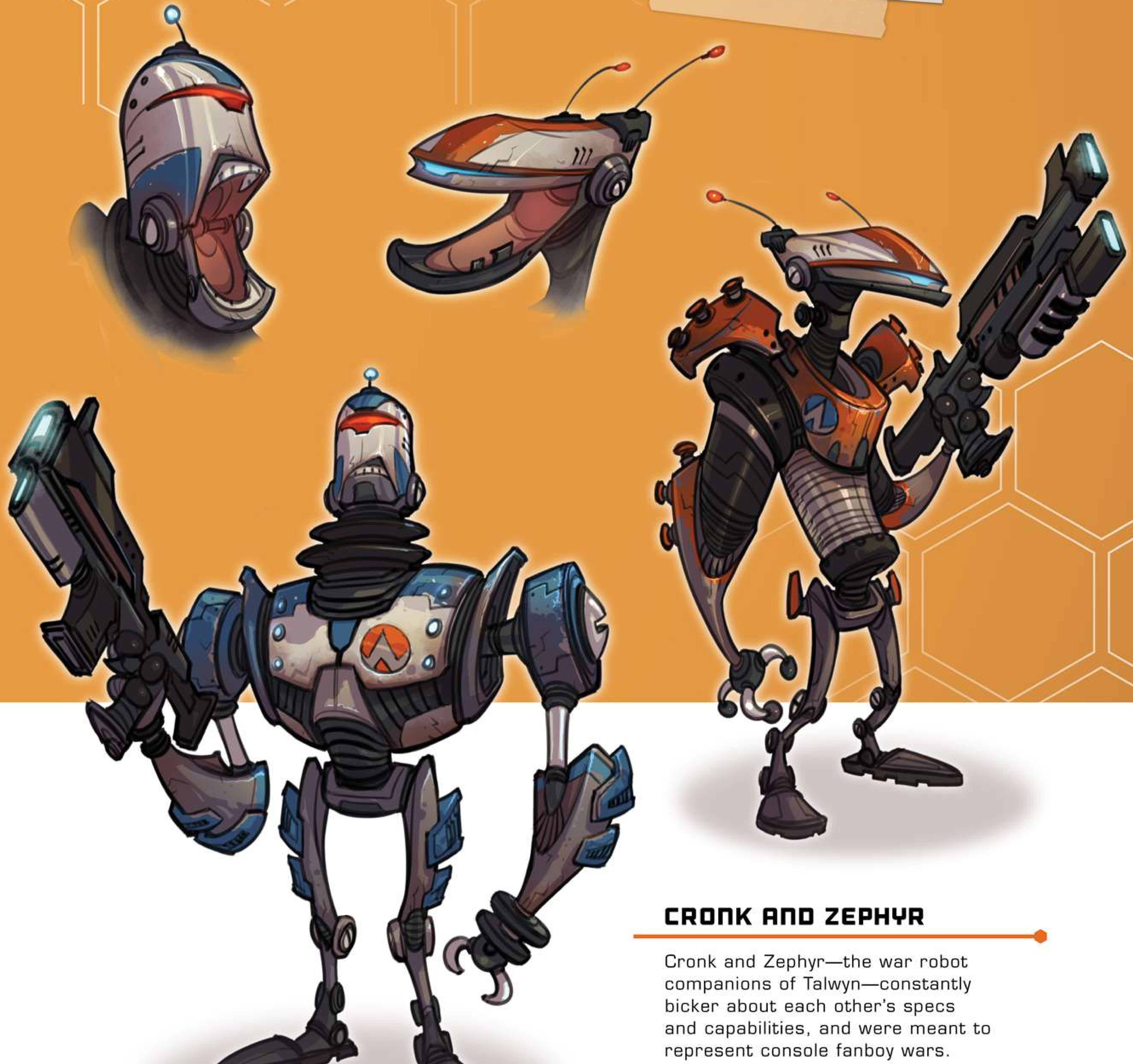


TALWYN

Talwyn is introduced in *Tools of Destruction* as another character searching for her family, and is also Ratchet's girlfriend.

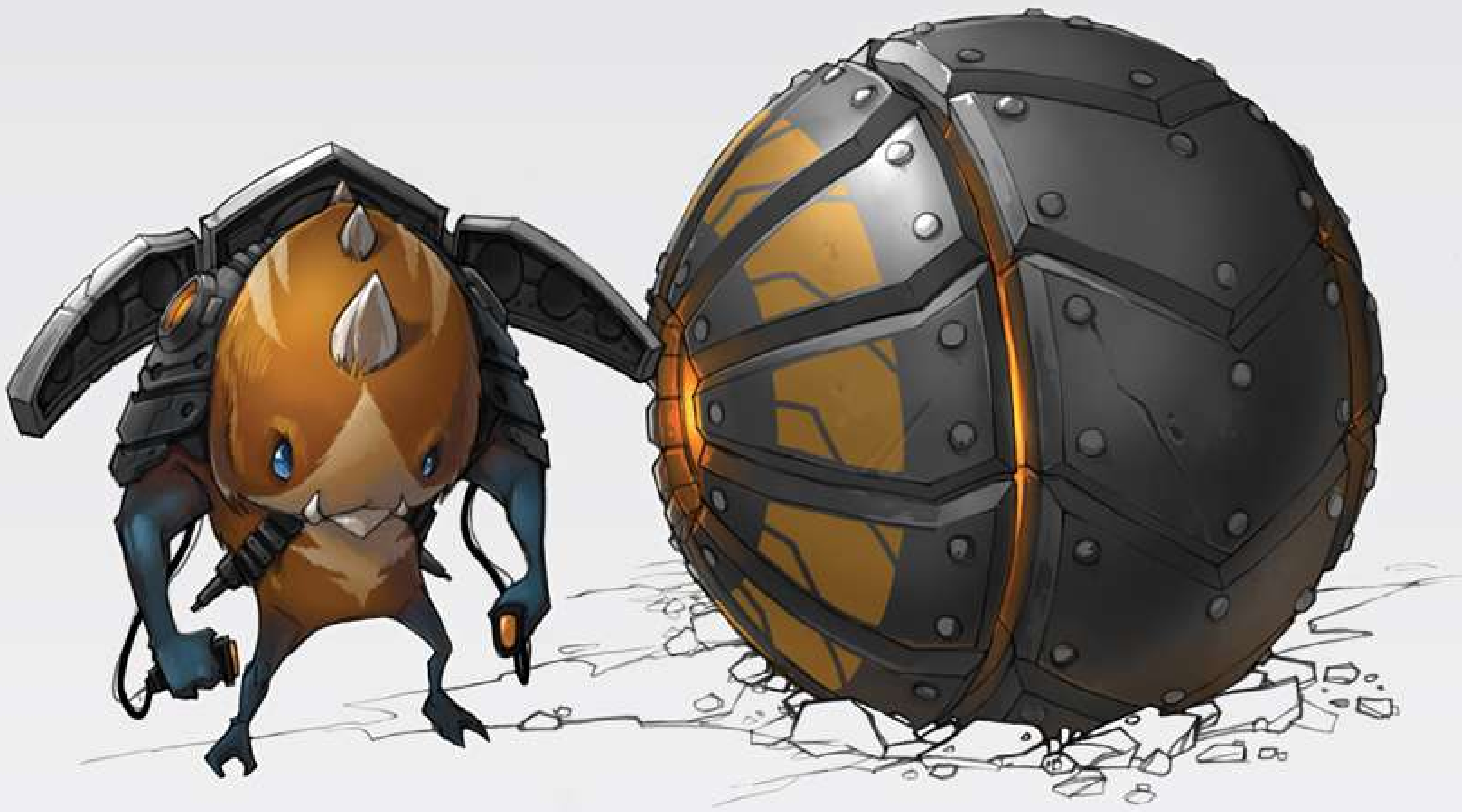


Early shape and form concept exploration for Cronk and Zephyr.



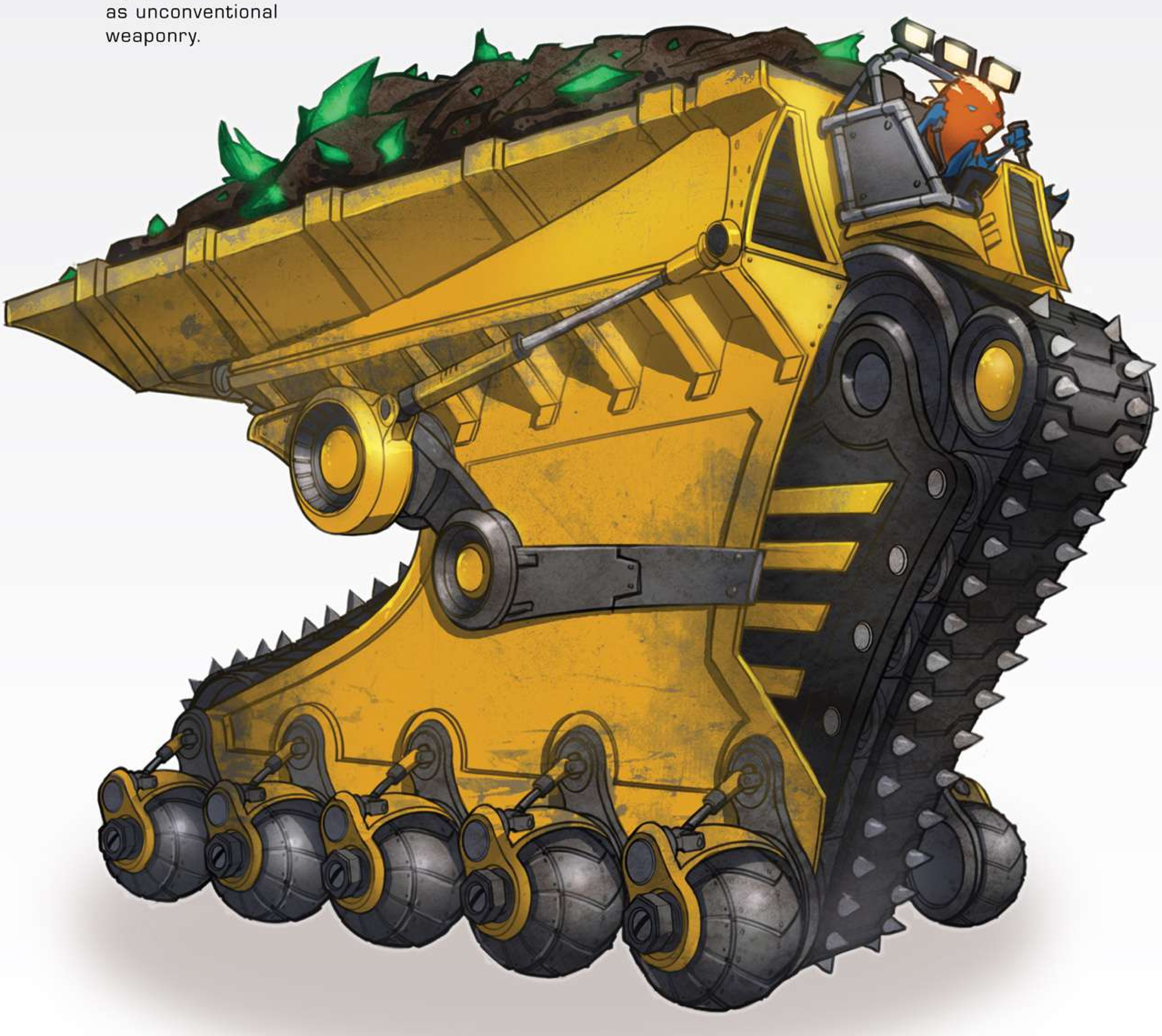
CRONK AND ZEPHYR

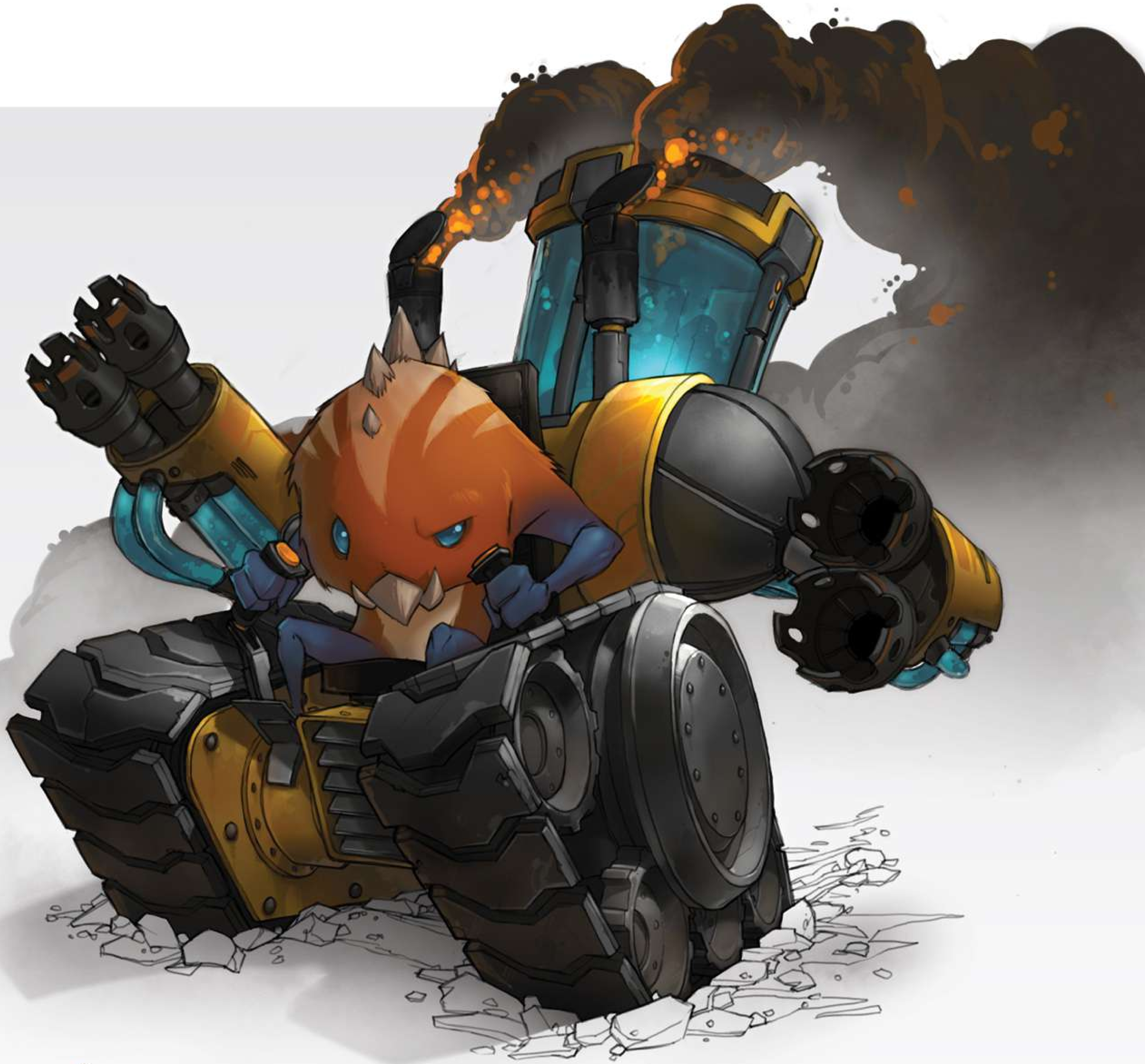
Cronk and Zephyr—the war robot companions of Talwyn—constantly bicker about each other's specs and capabilities, and were meant to represent console fanboy wars.

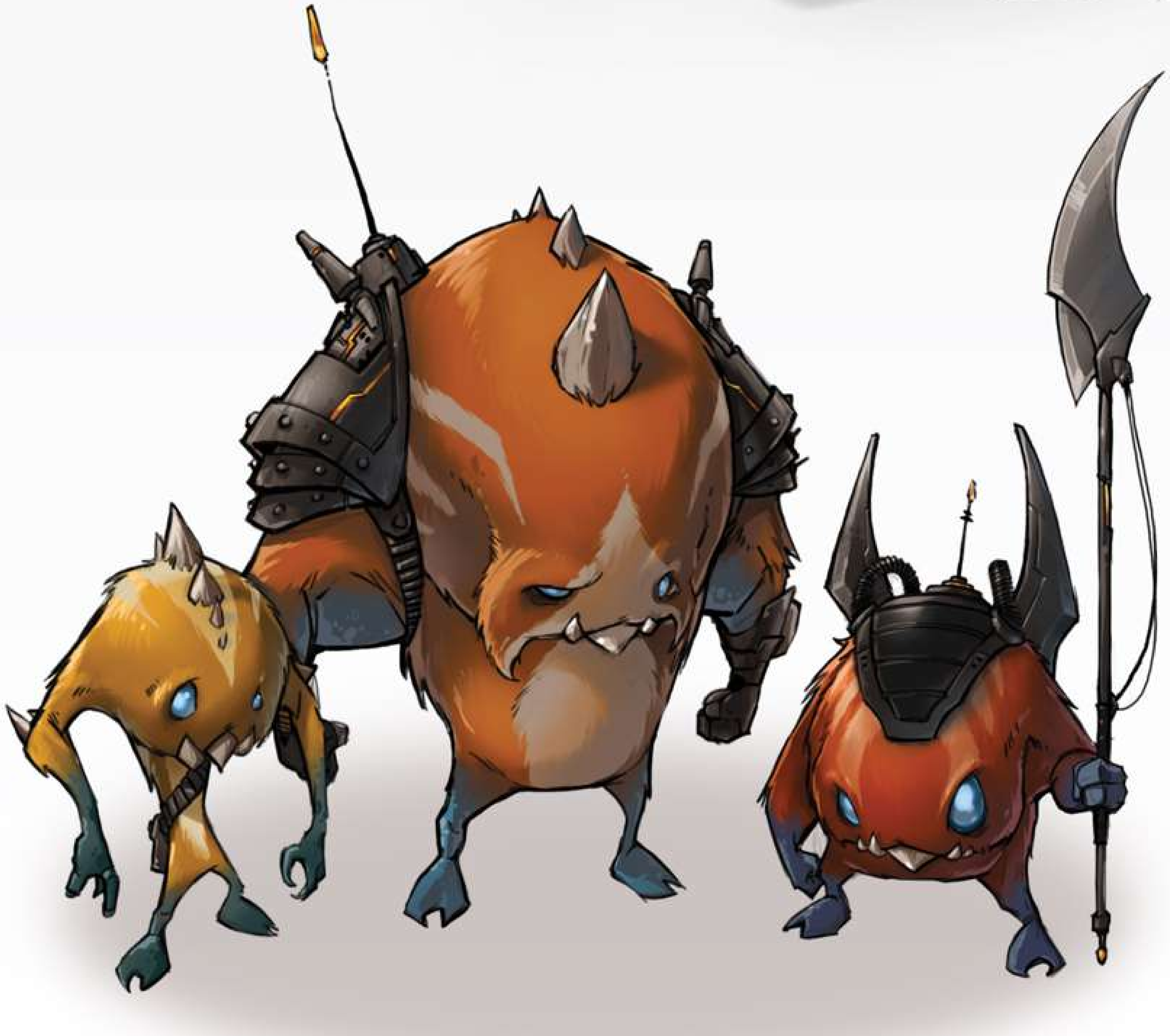


DESTRUCTIVE TO THE CORE

This race of angry little rodent-like creatures fixated on mining ore. Their vehicles doubled as construction equipment as well as unconventional weaponry.



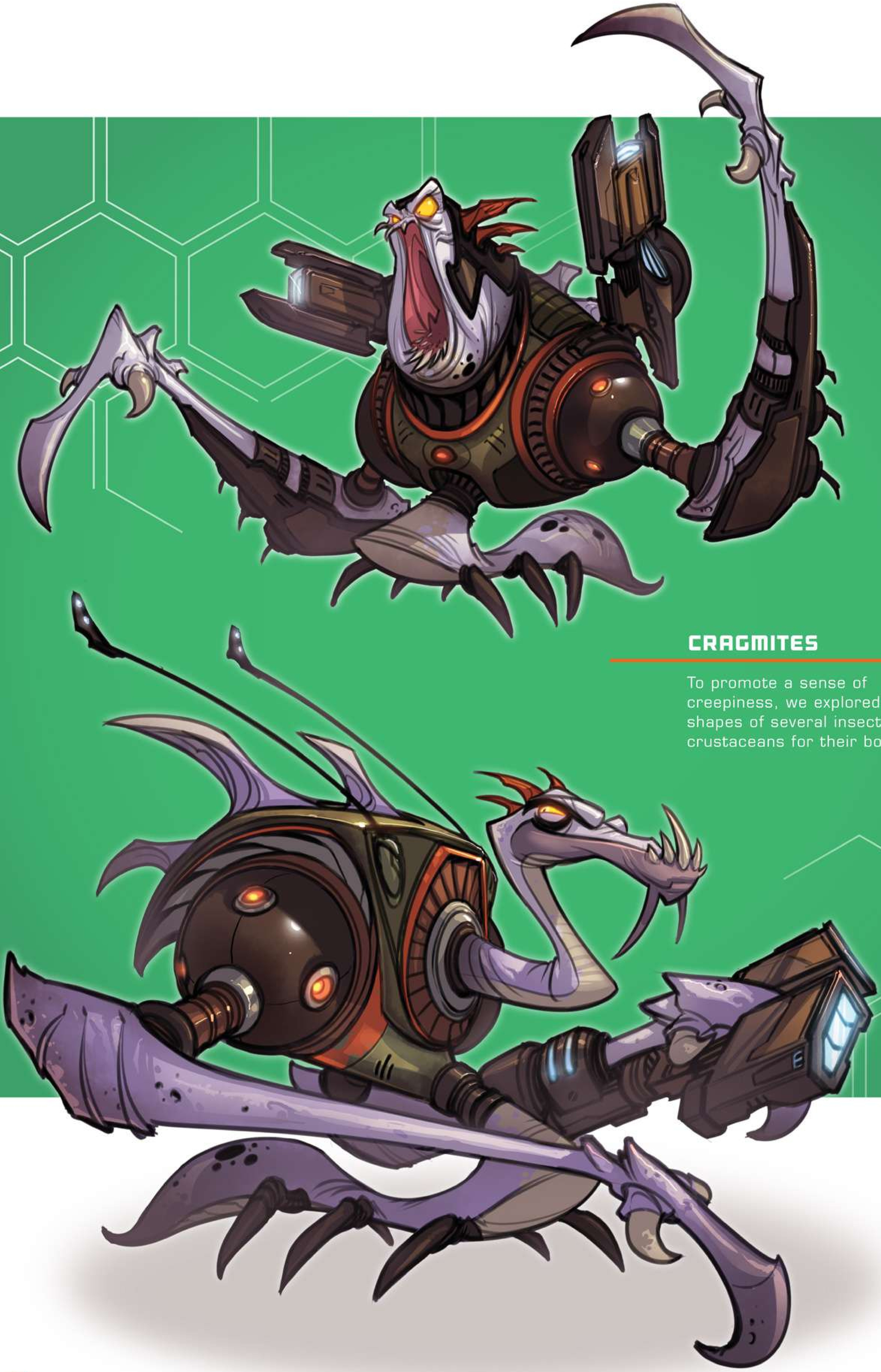




KERCHU

Their name was derived from the dreadful allergic reaction they triggered causing massive fits of sneezing to anyone who dared approach them.

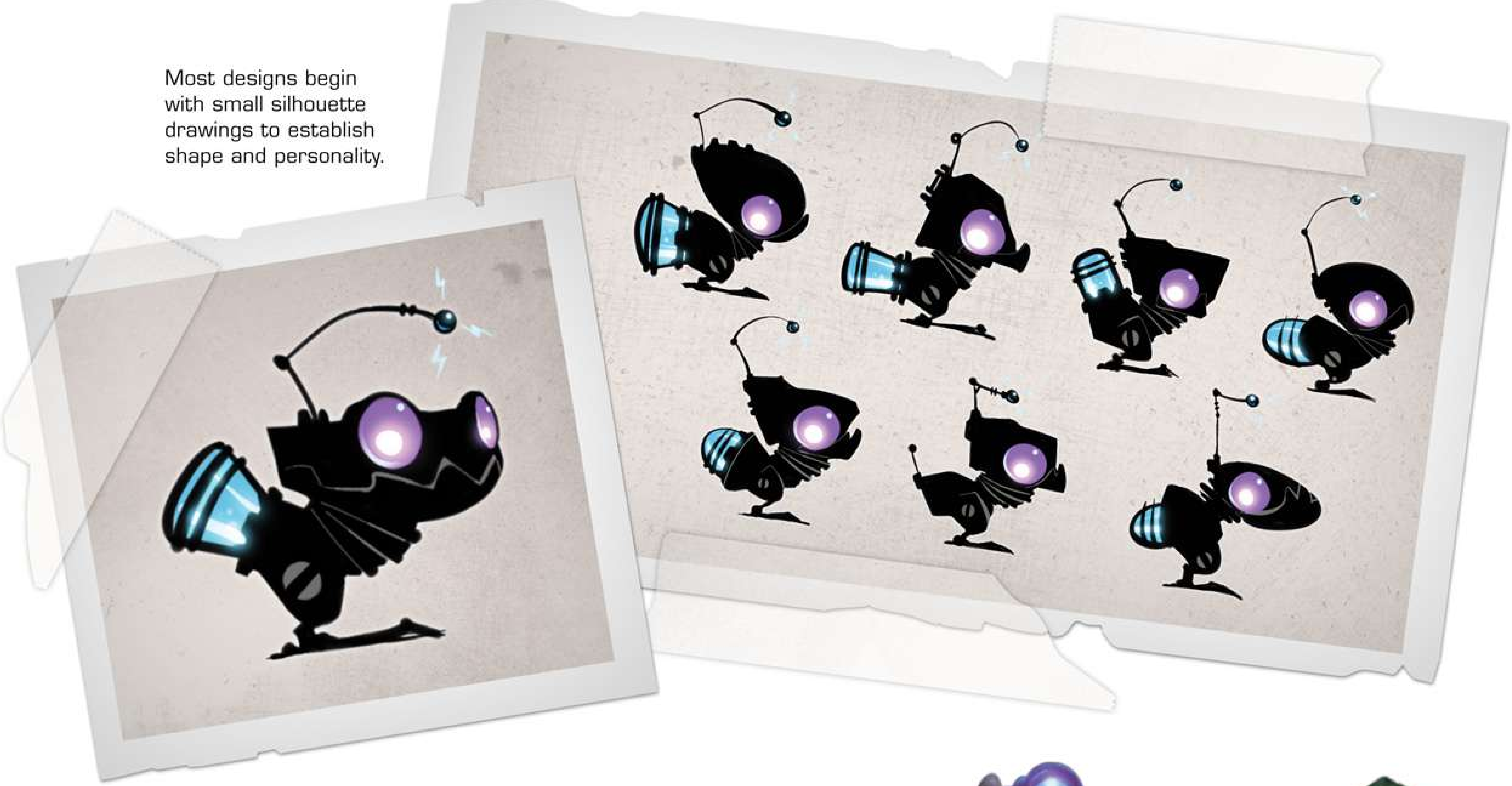
Ratchet fighting Kerchu.

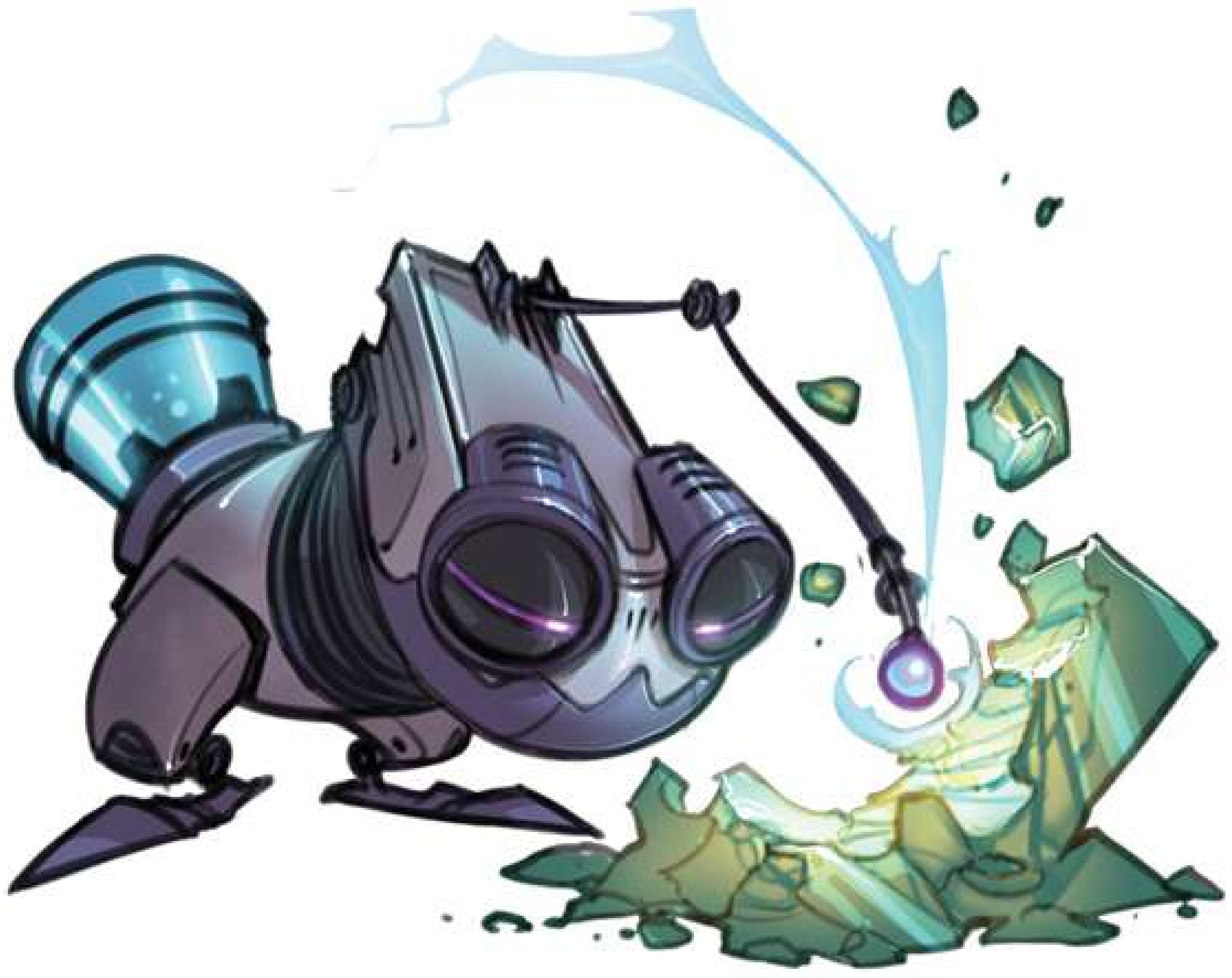


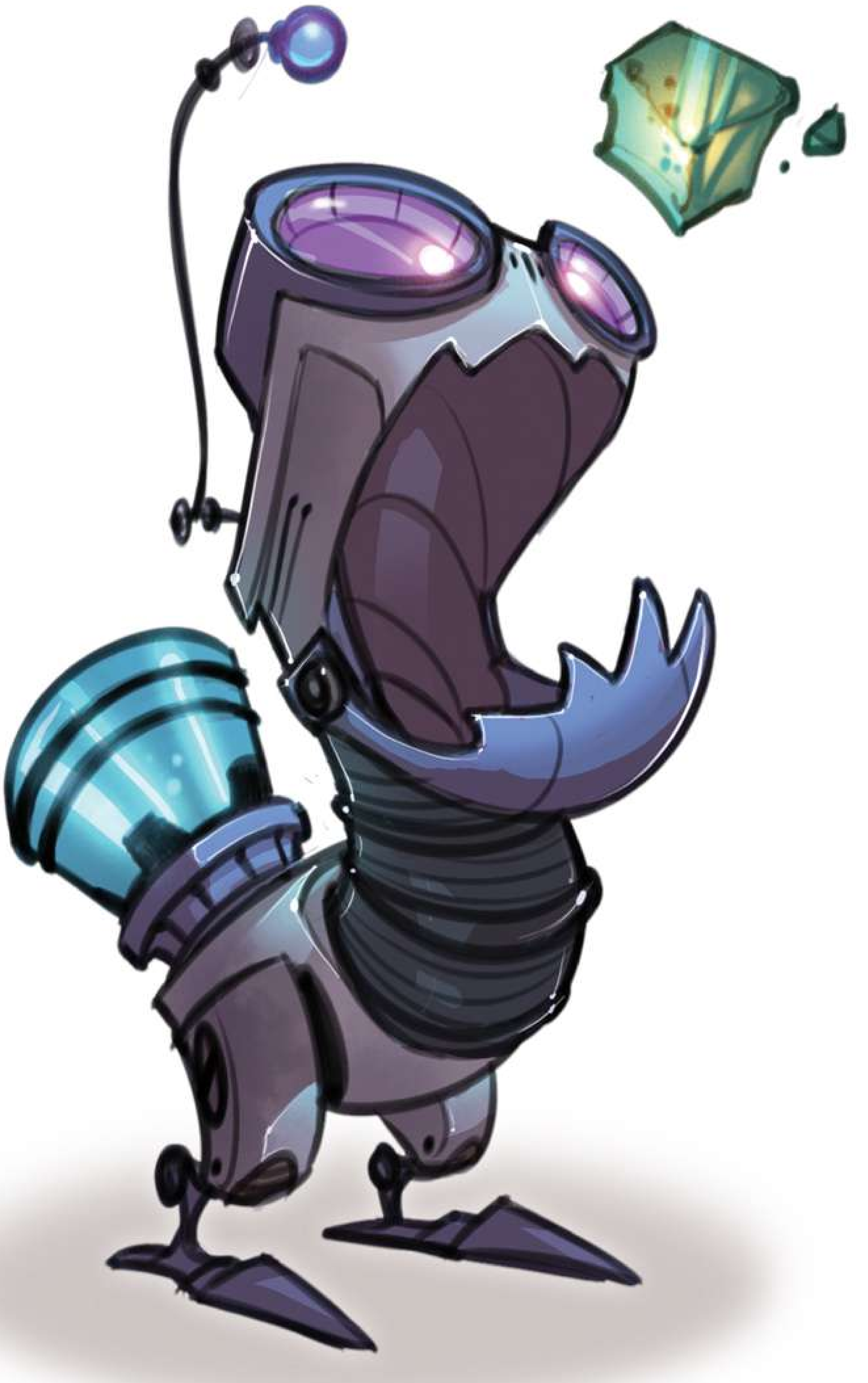
CRAGMITES

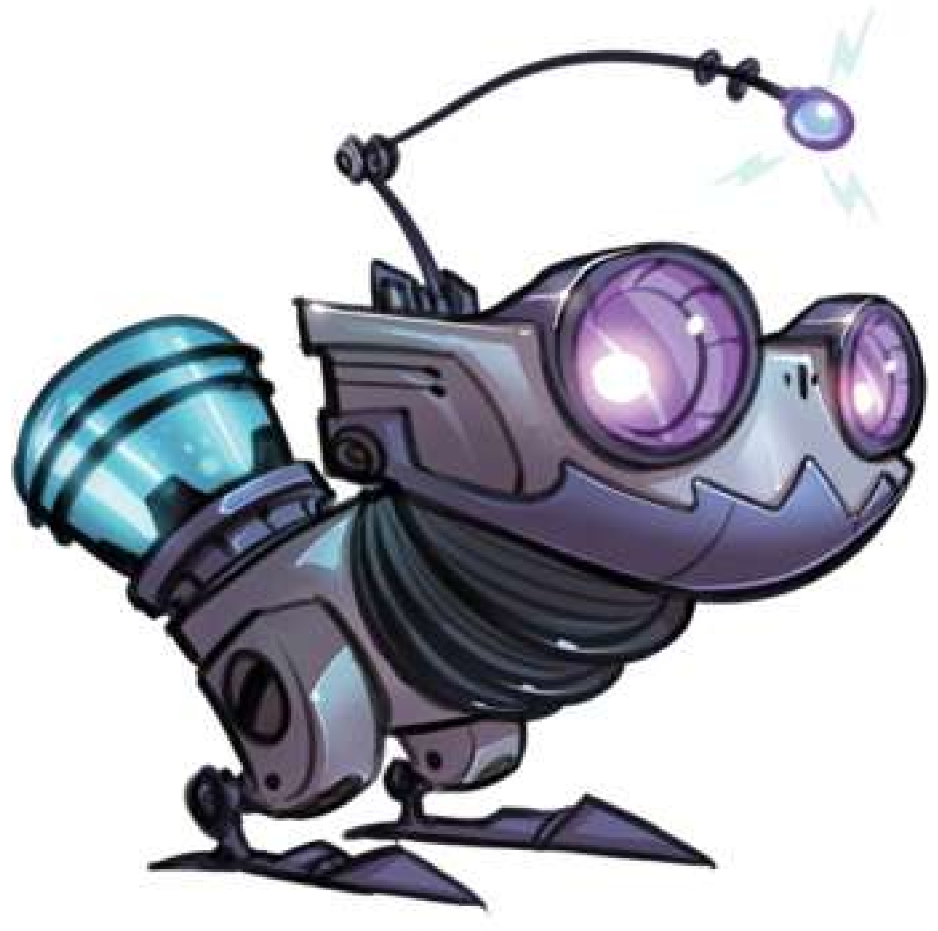
To promote a sense of creepiness, we explored the shapes of several insects and crustaceans for their bodies.

Most designs begin with small silhouette drawings to establish shape and personality.



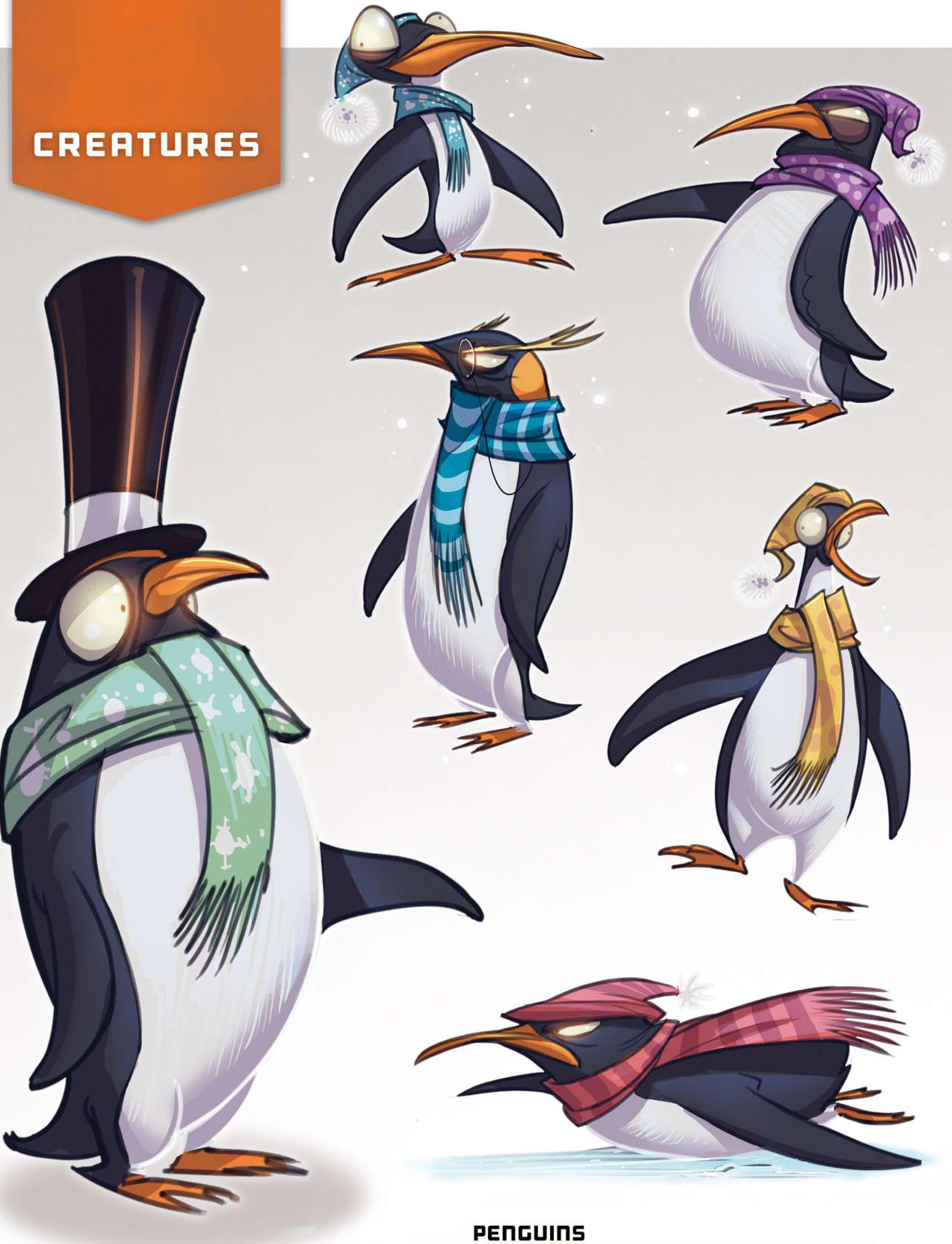






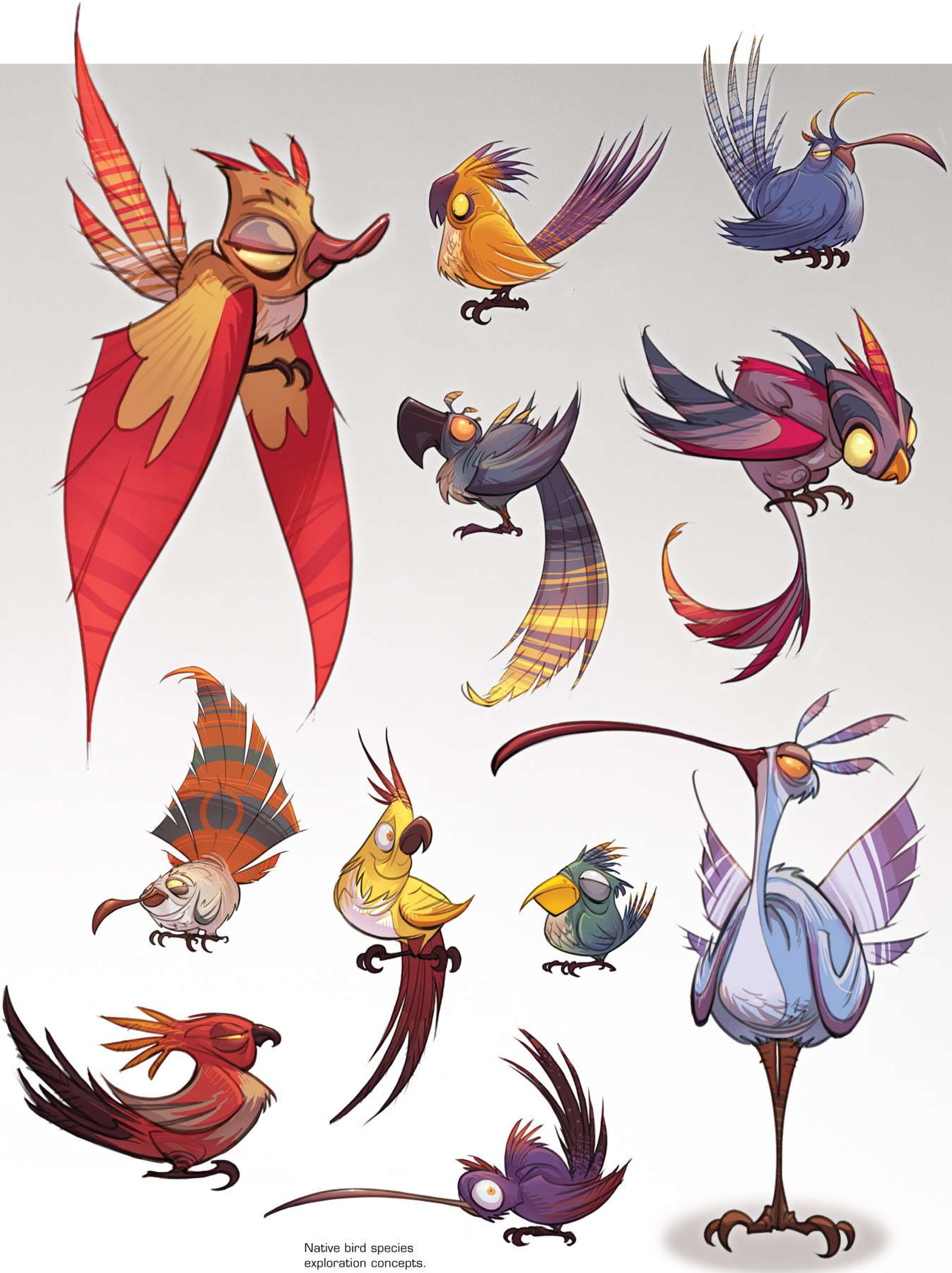
GELLO CHOMPER

Critters that impact the environment need to be recognized from a distance. A glowing rear-end does the trick.

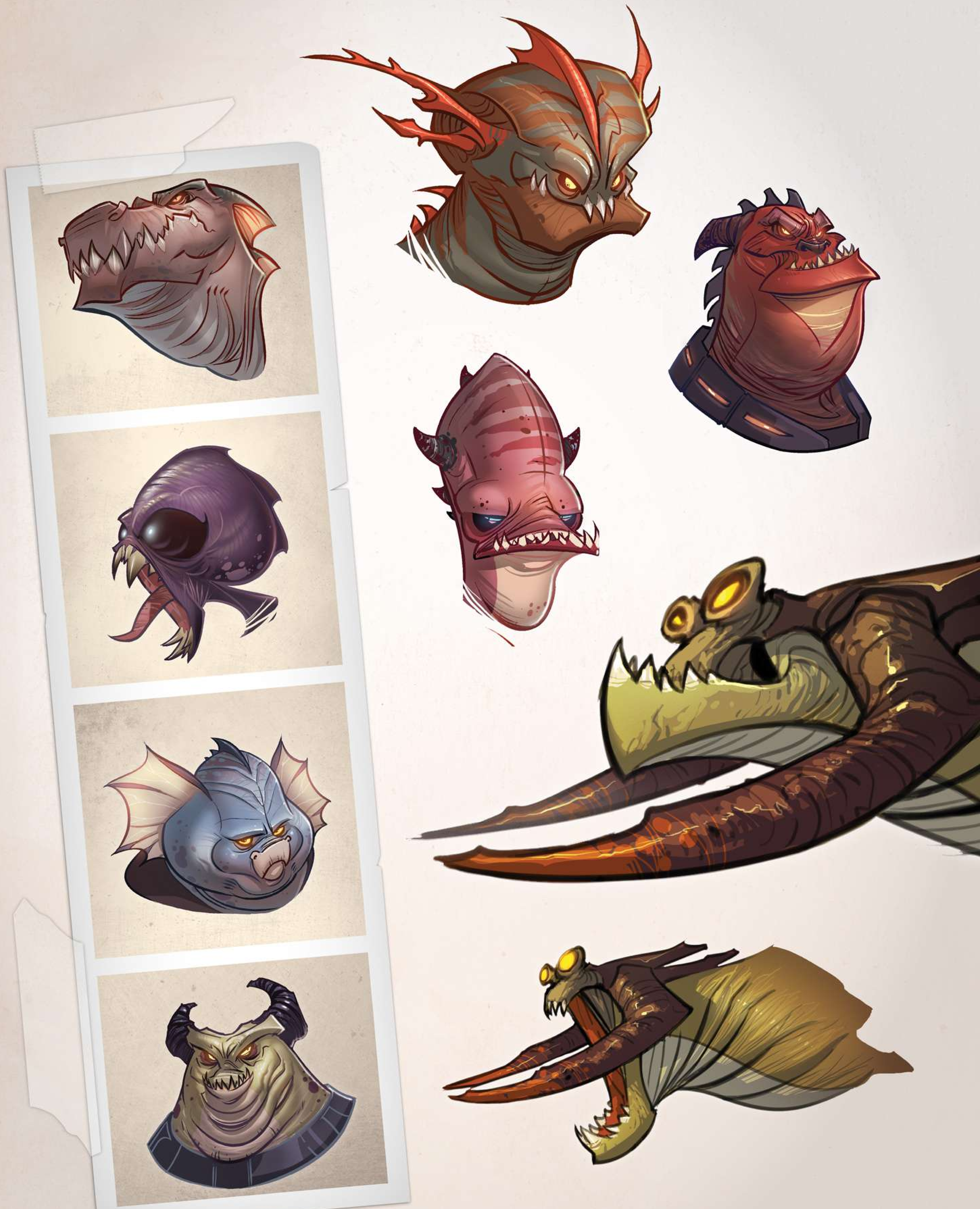


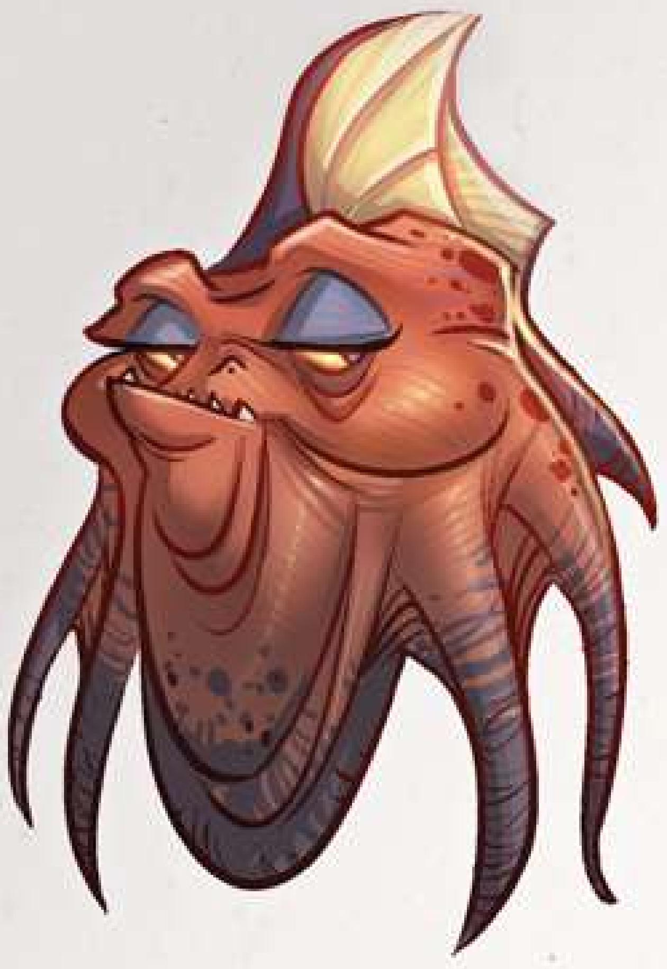
PENGUINS

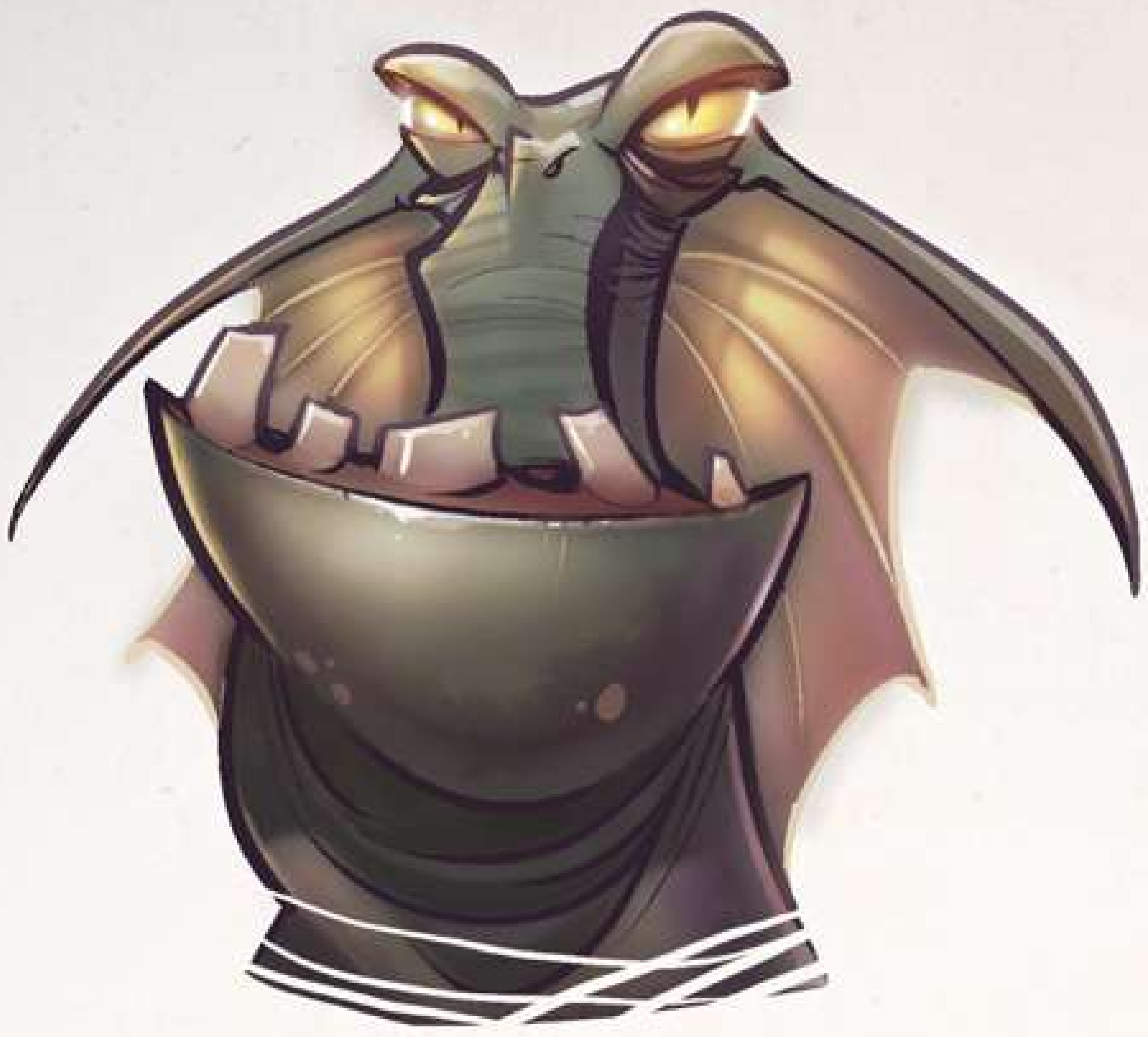
Penguin explorations for the Morph Grenade Combat Device in *Tools of Destruction*.

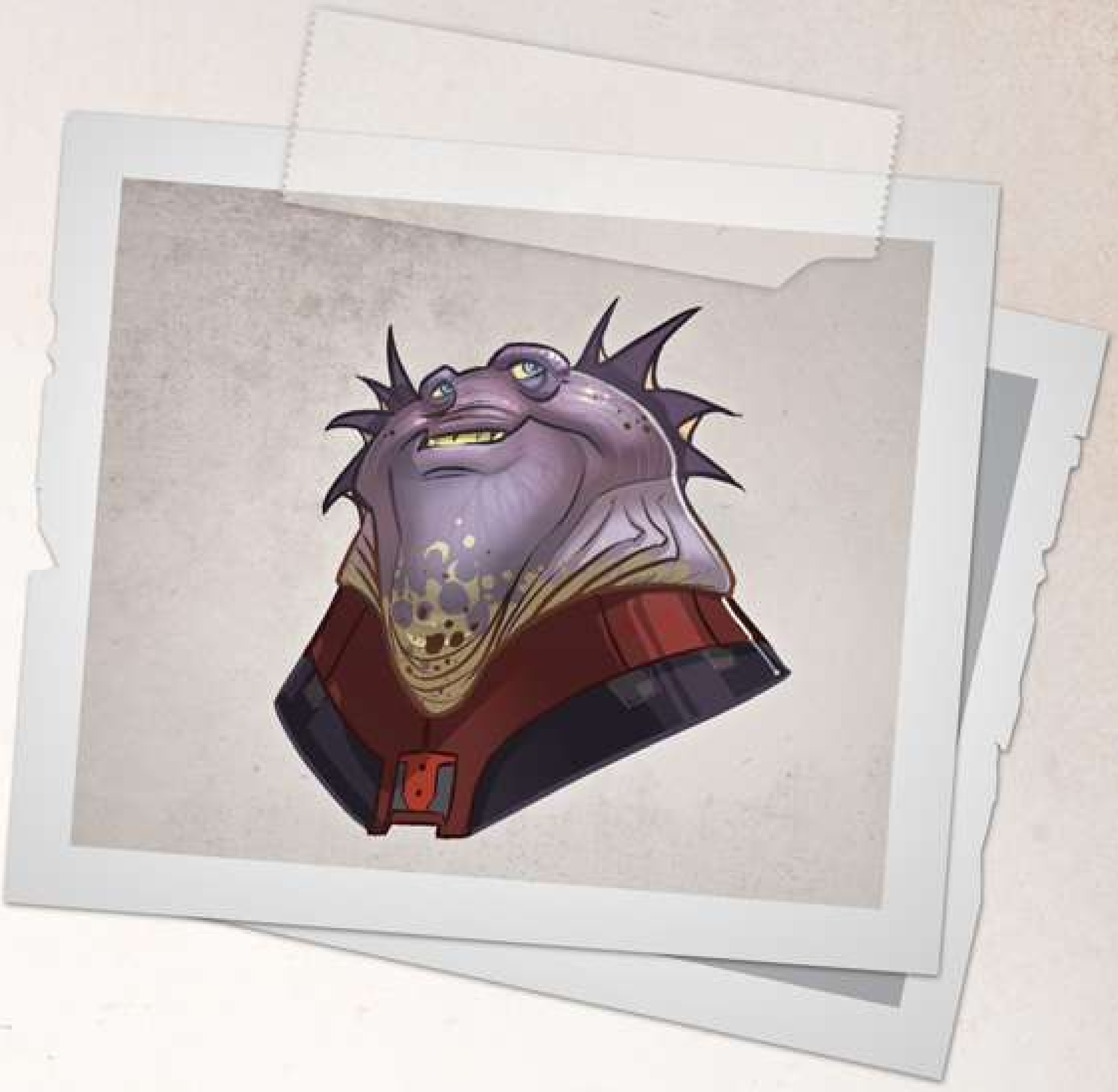


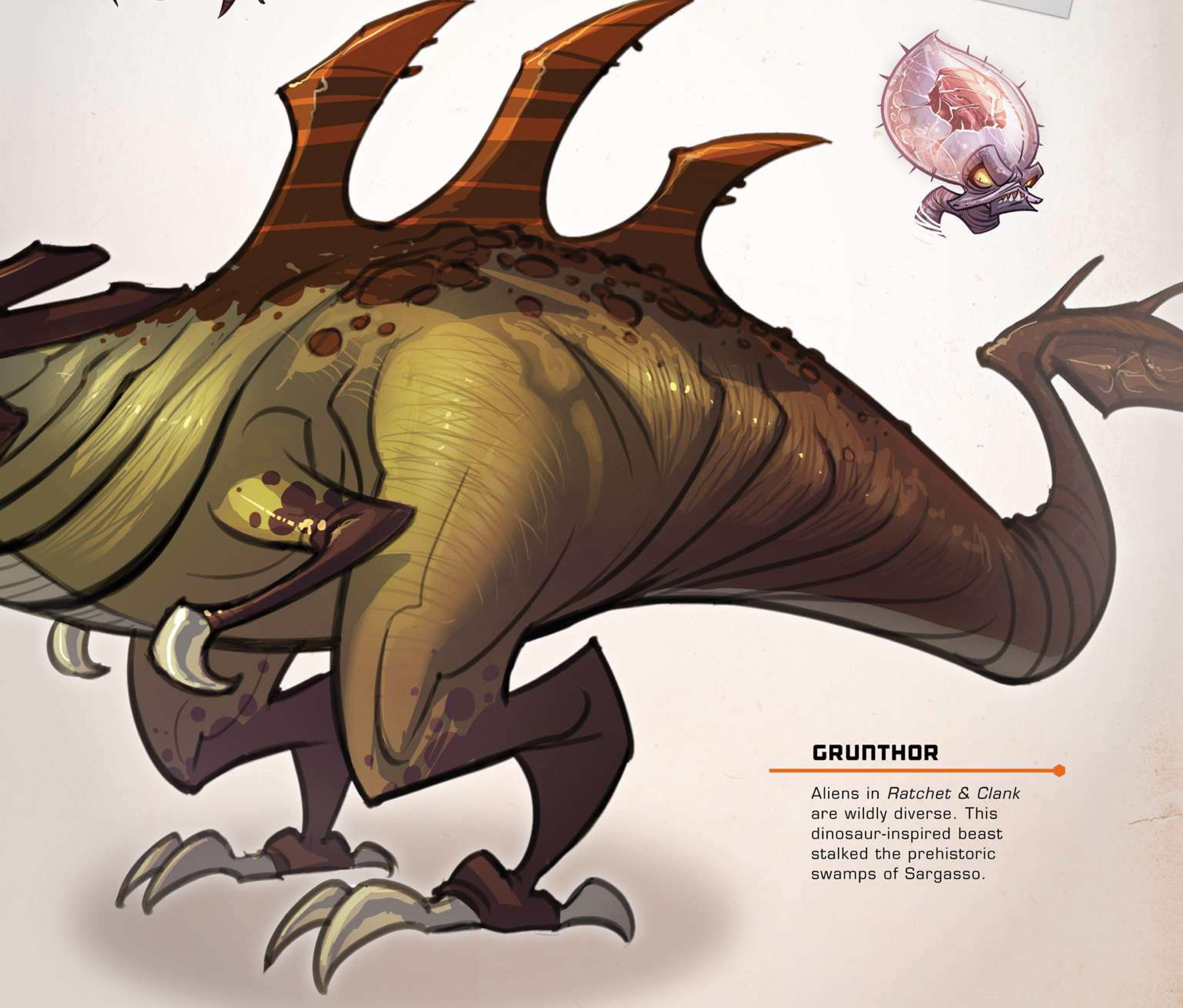
Native bird species exploration concepts.





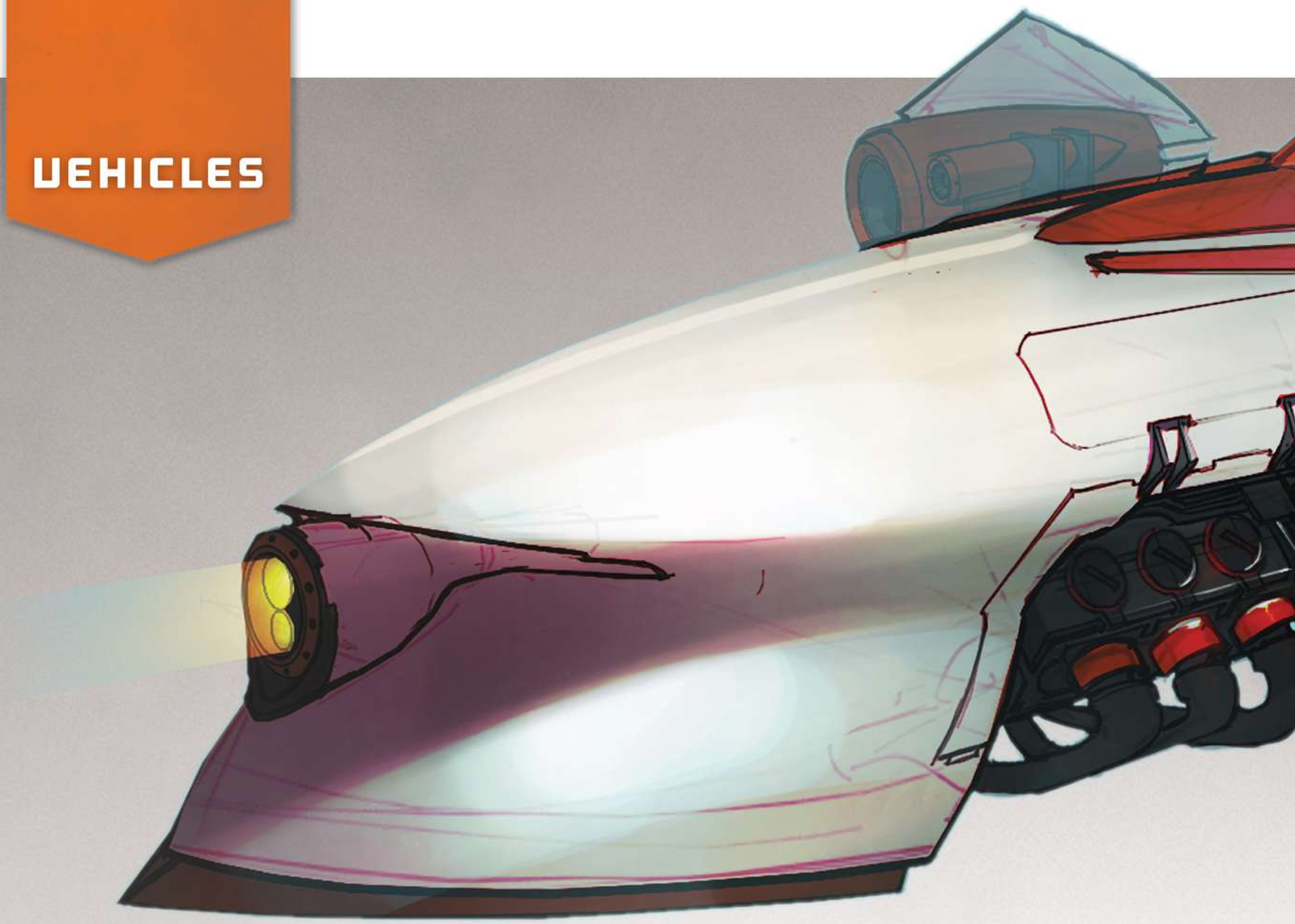


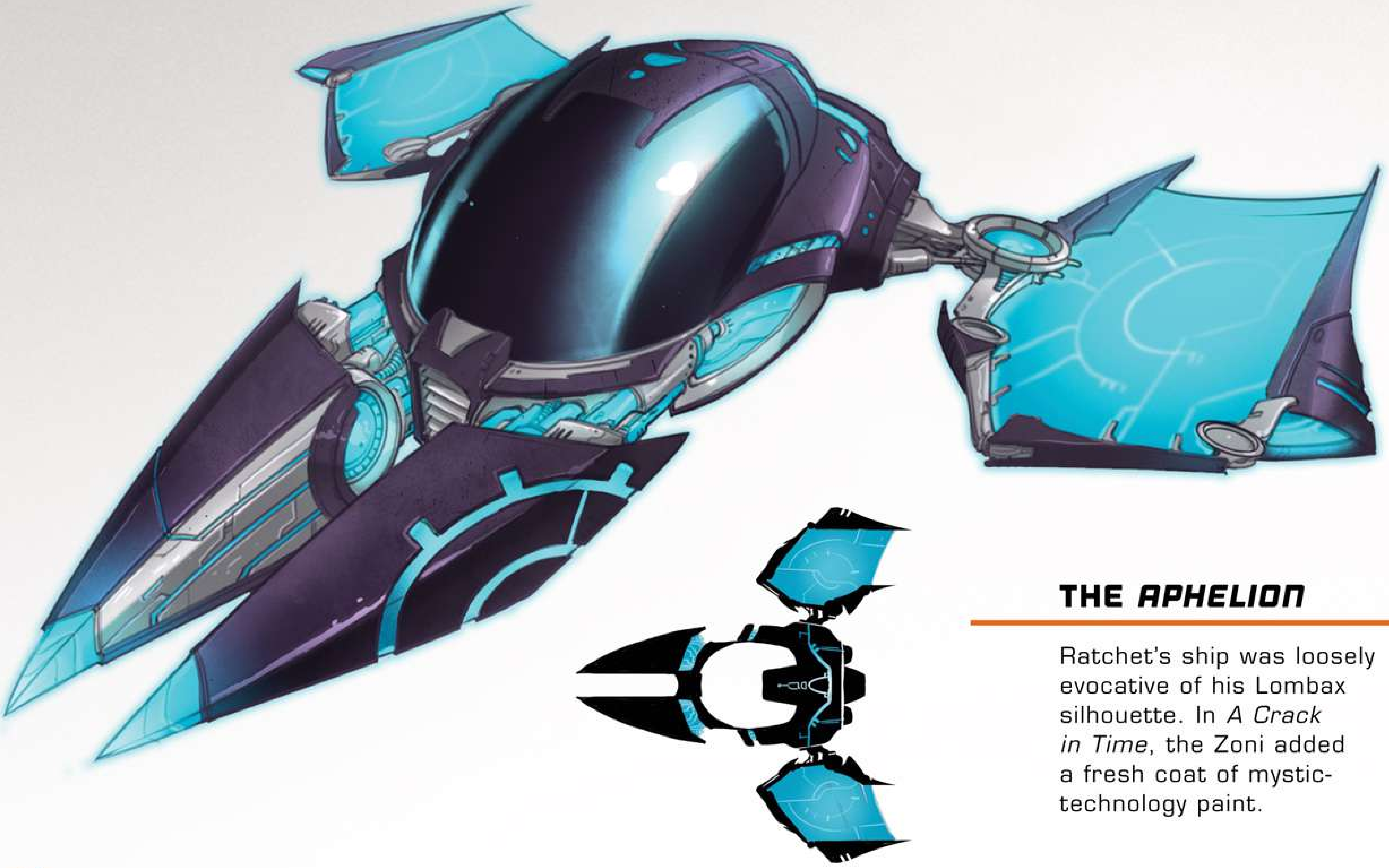




GRUNTHOR

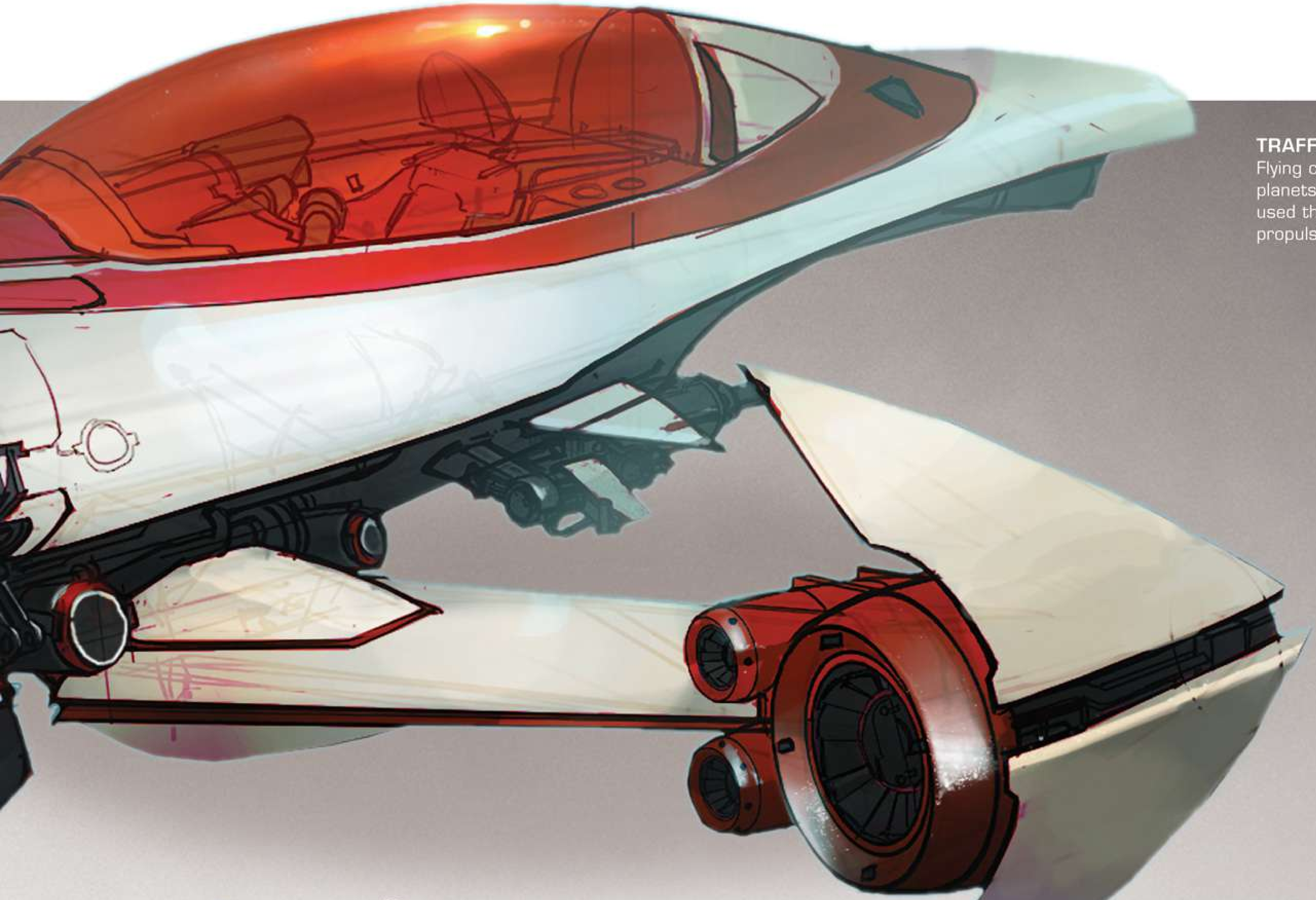
Aliens in *Ratchet & Clank* are wildly diverse. This dinosaur-inspired beast stalked the prehistoric swamps of Sargasso.



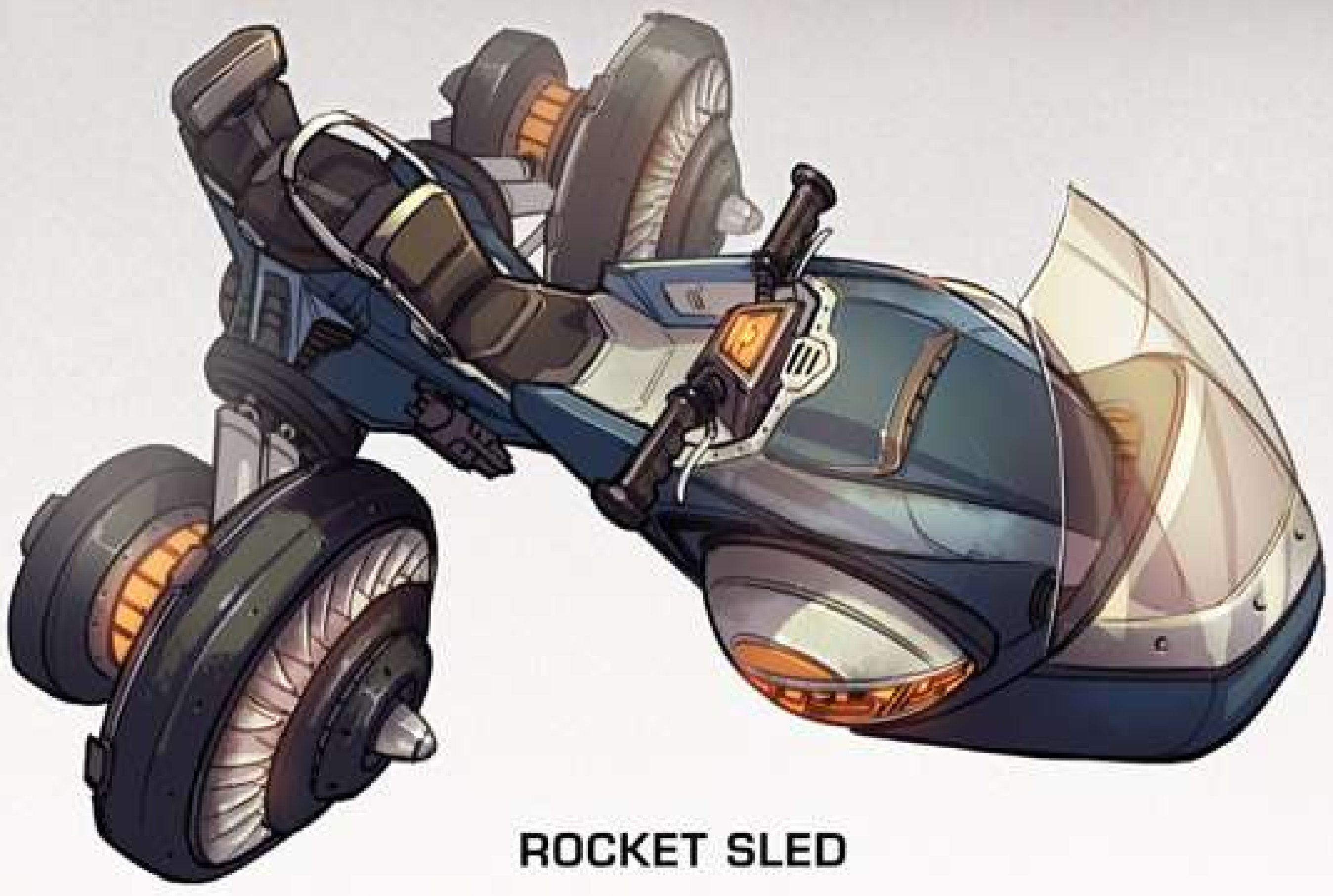


THE *APHELION*

Ratchet's ship was loosely evocative of his Lombax silhouette. In *A Crack in Time*, the Zoni added a fresh coat of mystic-technology paint.

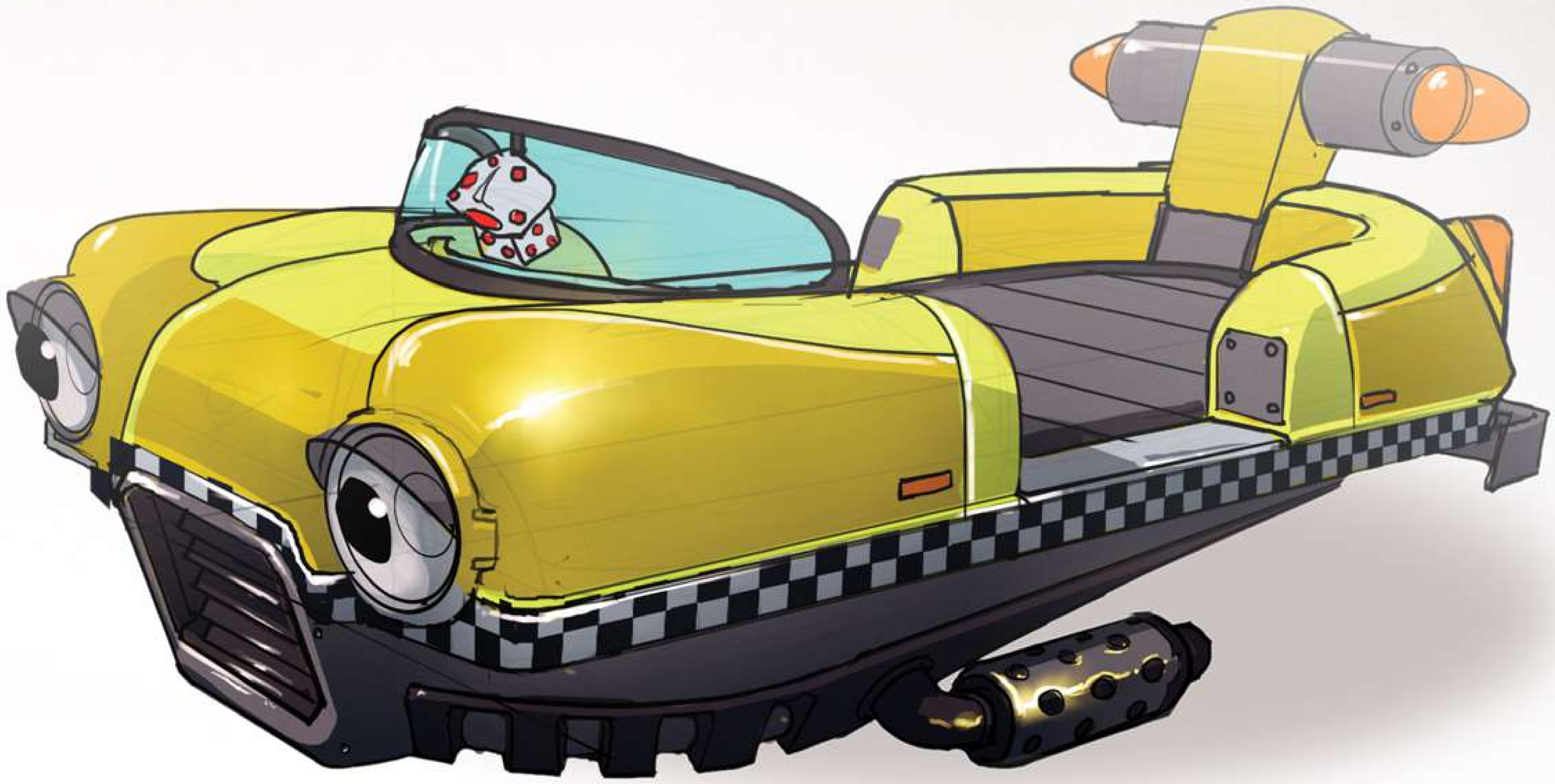


TRAFFIC
Flying cars added life to city planets. Even distant cars used thoughtfully designed propulsion schemes.



ROCKET SLED

TAXI
The floating cab—complete with fuzzy dice—was a great device for taking a shortcut while taking in the view.



RATCHET & CLANK FUTURE

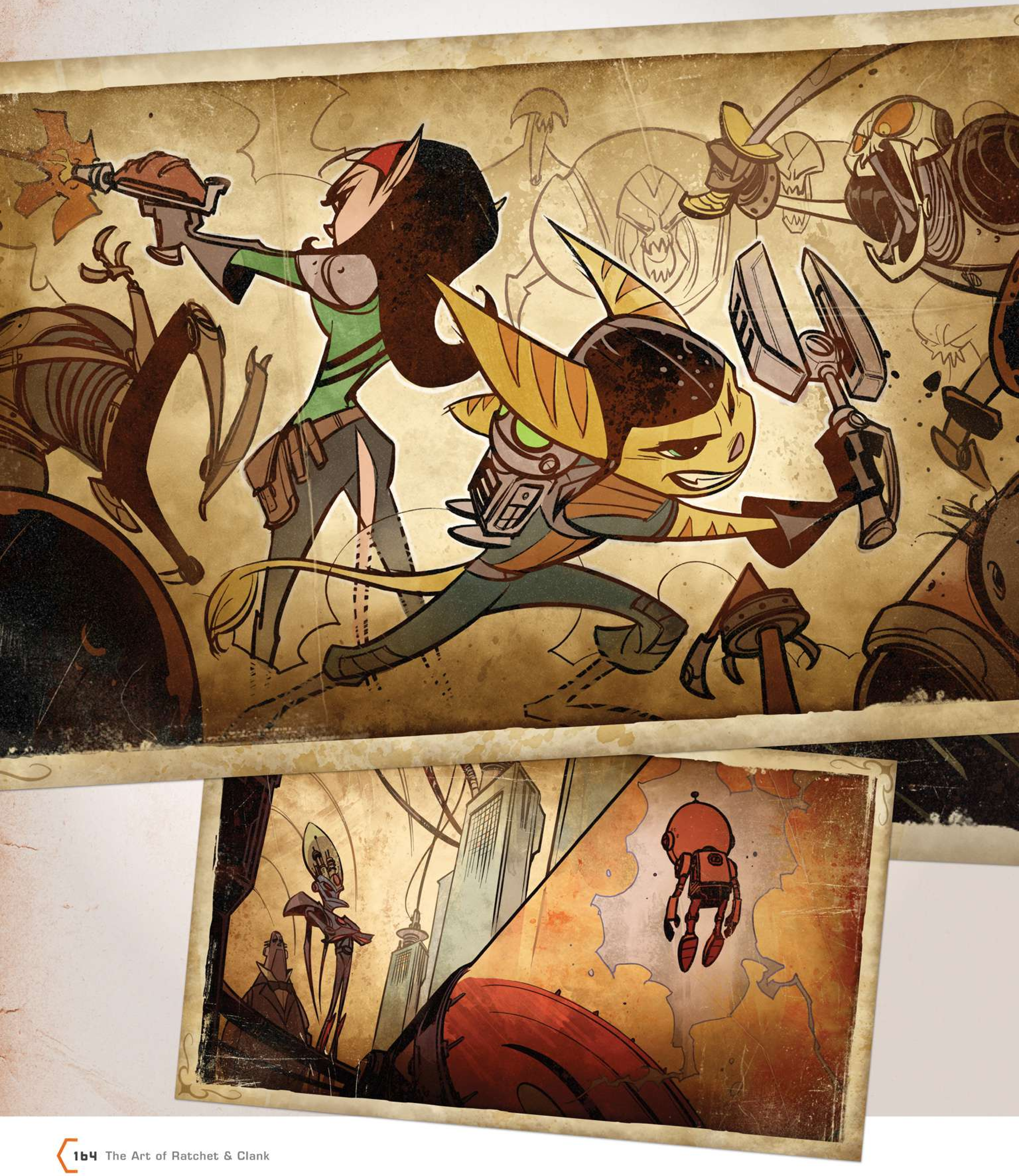
QUEST FOR BOOTY™

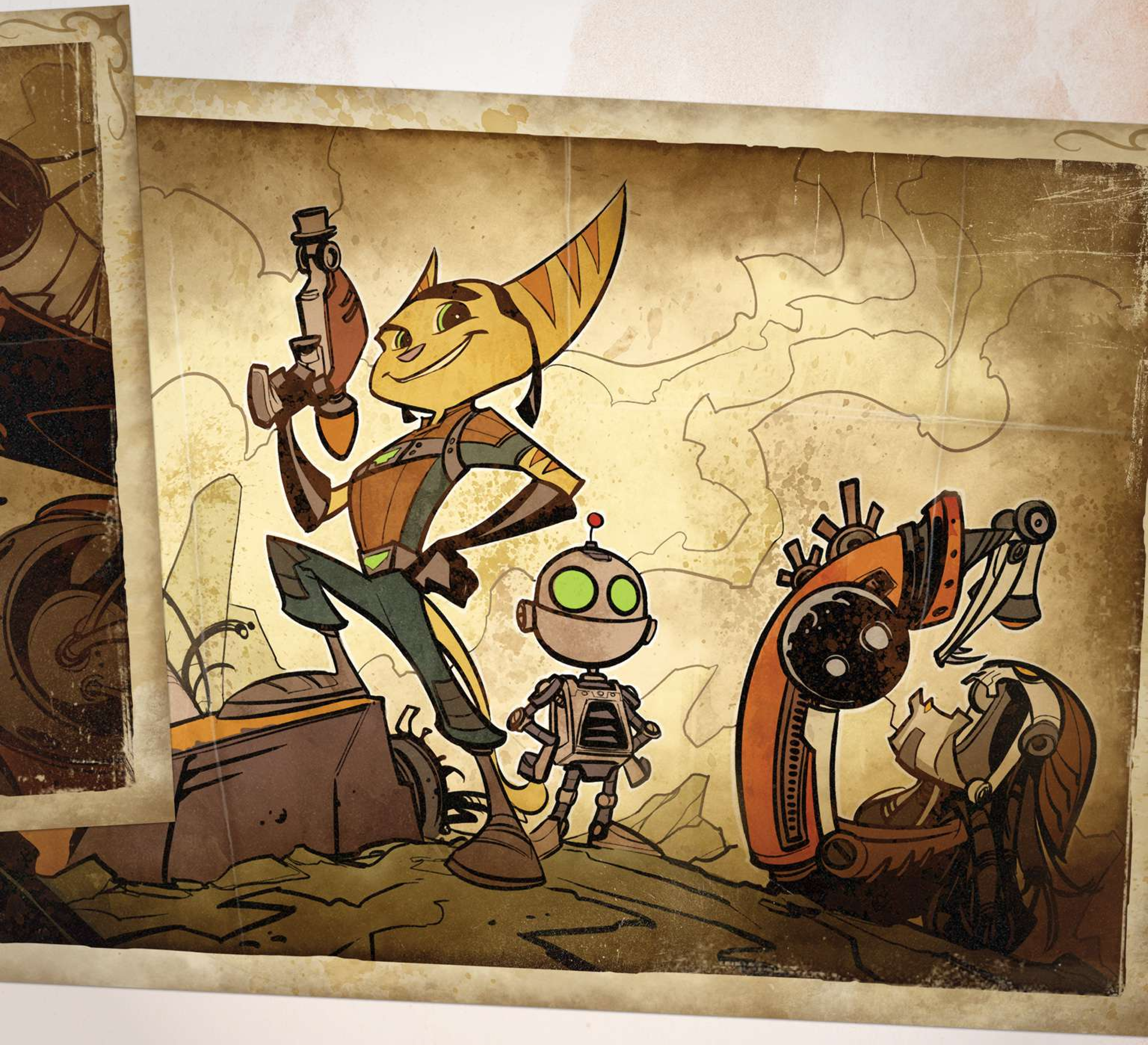
Insomniac's first downloadable game—*Quest for Booty* was a short project from a small team. This led to a challenge for the art team—how do you take pieces from *Tools of Destruction* and make a concise but compelling experience, without building too many new assets?

The answer was found in the pirate faction from *Tools of Destruction*. *Quest for Booty* expanded upon that faction, as Ratchet began his search for his friend Clank, who was lost at the end of *Tools of Destruction* to the mysterious Zoni.

As Ratchet explored the planet of Merdegraw, he encountered the spirit form of Captain Angstrom Darkwater, who unleashed a ghost crew to pillage Hoolefar Island. This spooky pirate interlude game was the connective release that set up *Ratchet & Clank Future: A Crack in Time*, and revealed the return of Dr. Nefarious.

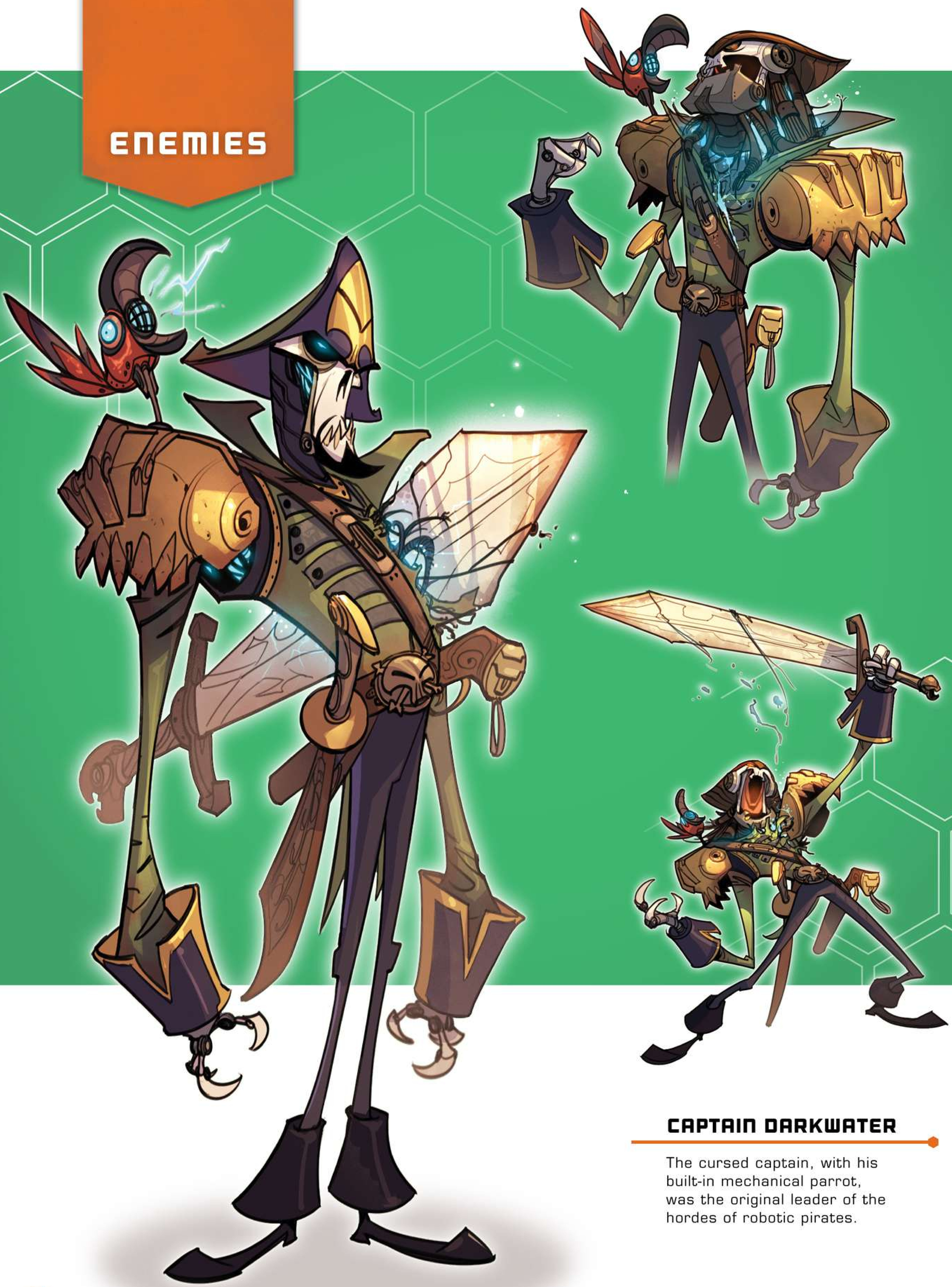
FS PS3 2008





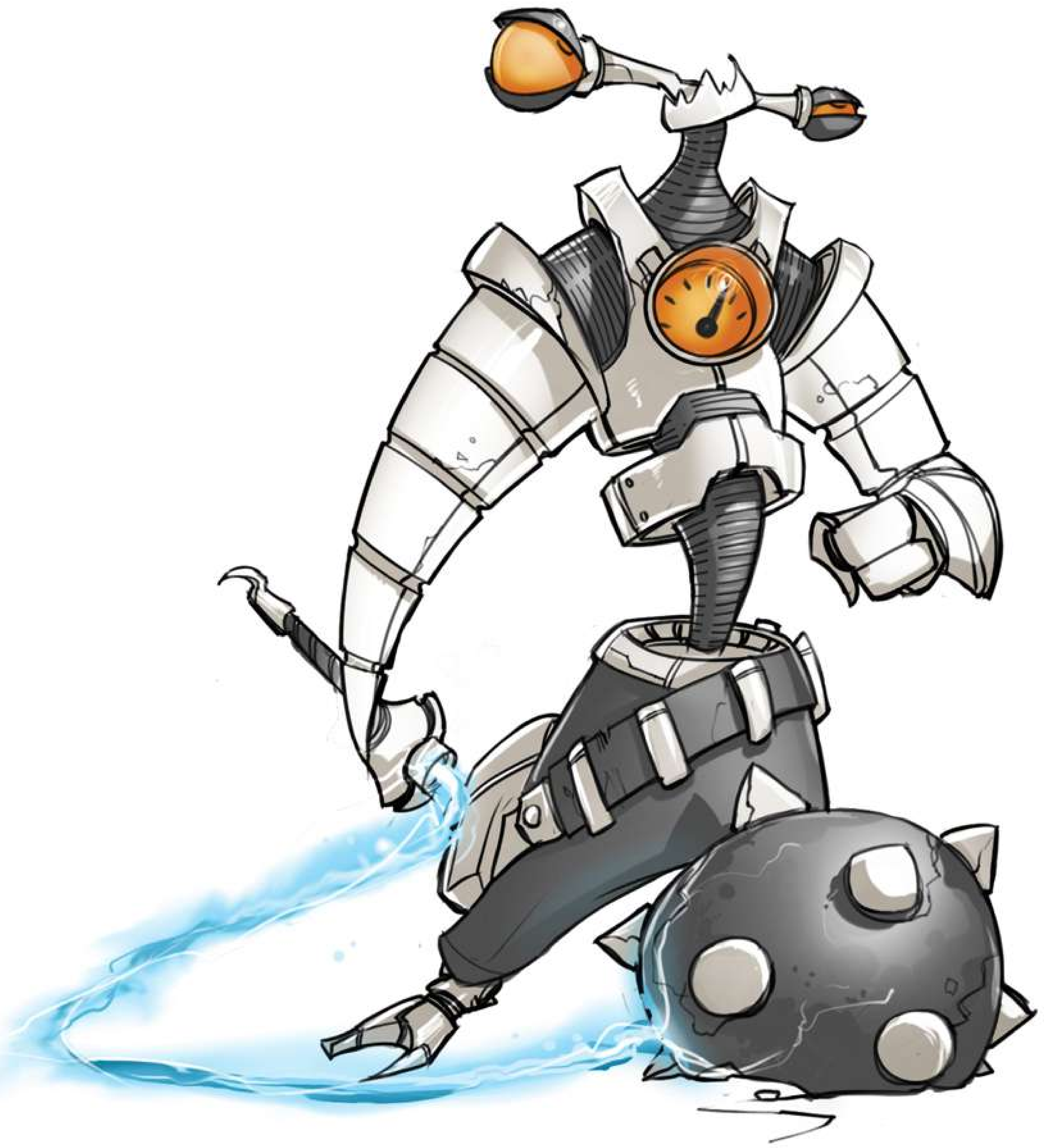
A PIRATE'S TALE

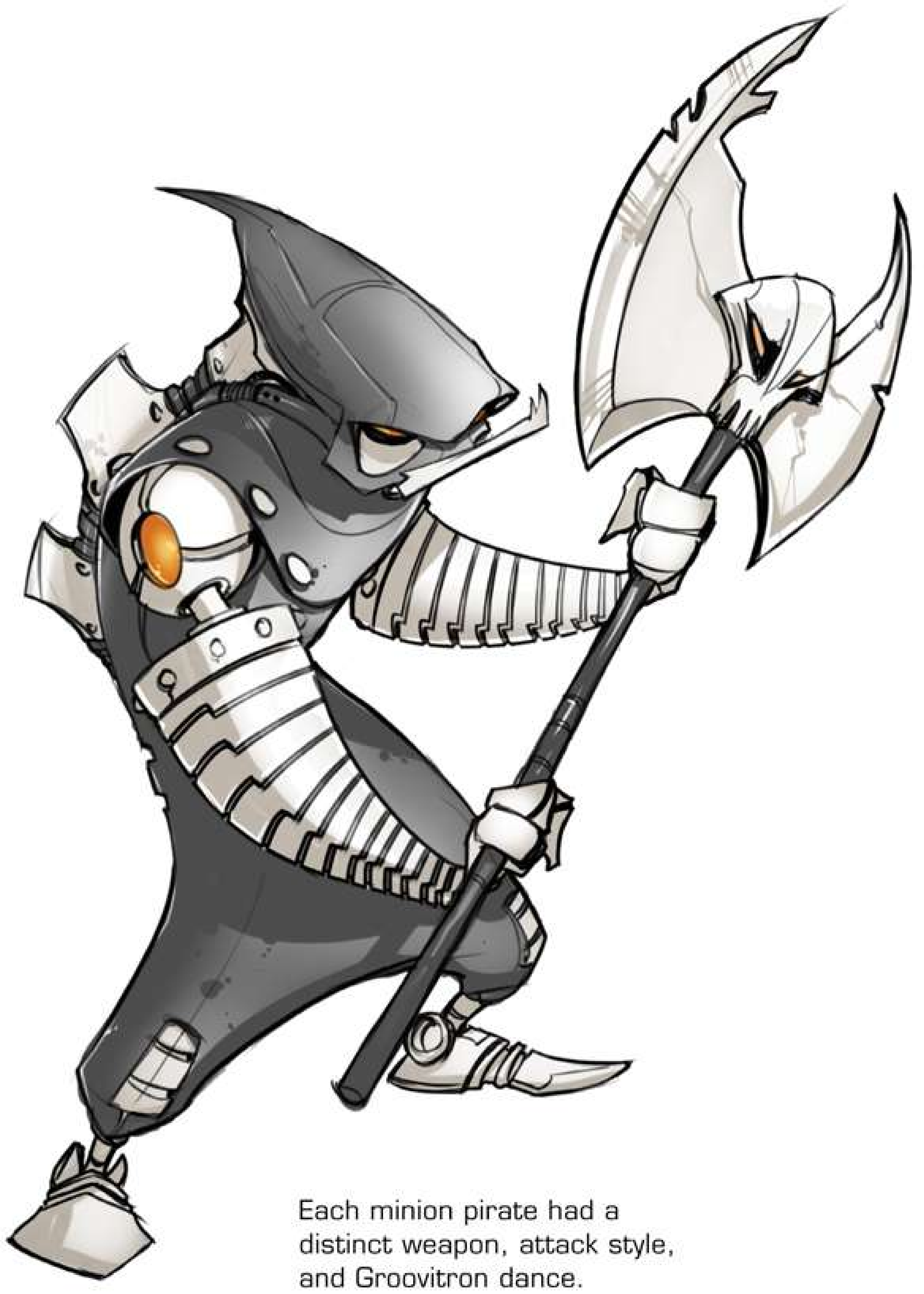
Sailing the galactic high seas wouldn't be complete without a fair share of treasure maps, buried loot, and weathered parchment. To make the most of a small team, while maintaining the adventure's theme, *Quest for Booty*'s tale unfolded through the pages of a tattered pirate journal. Just be watchful for ol' Darkwater's curse!



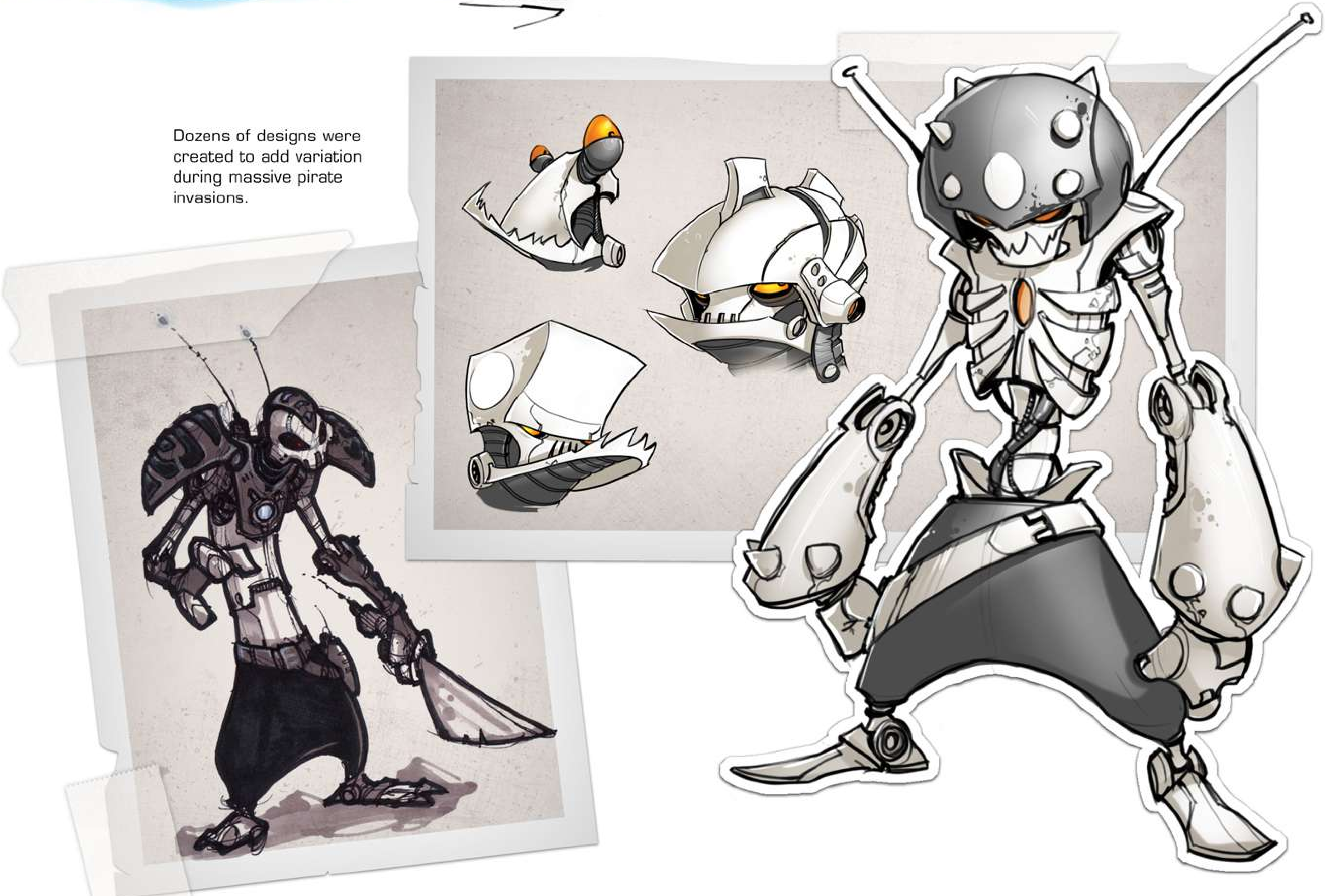
CAPTAIN DARKWATER

The cursed captain, with his built-in mechanical parrot, was the original leader of the hordes of robotic pirates.

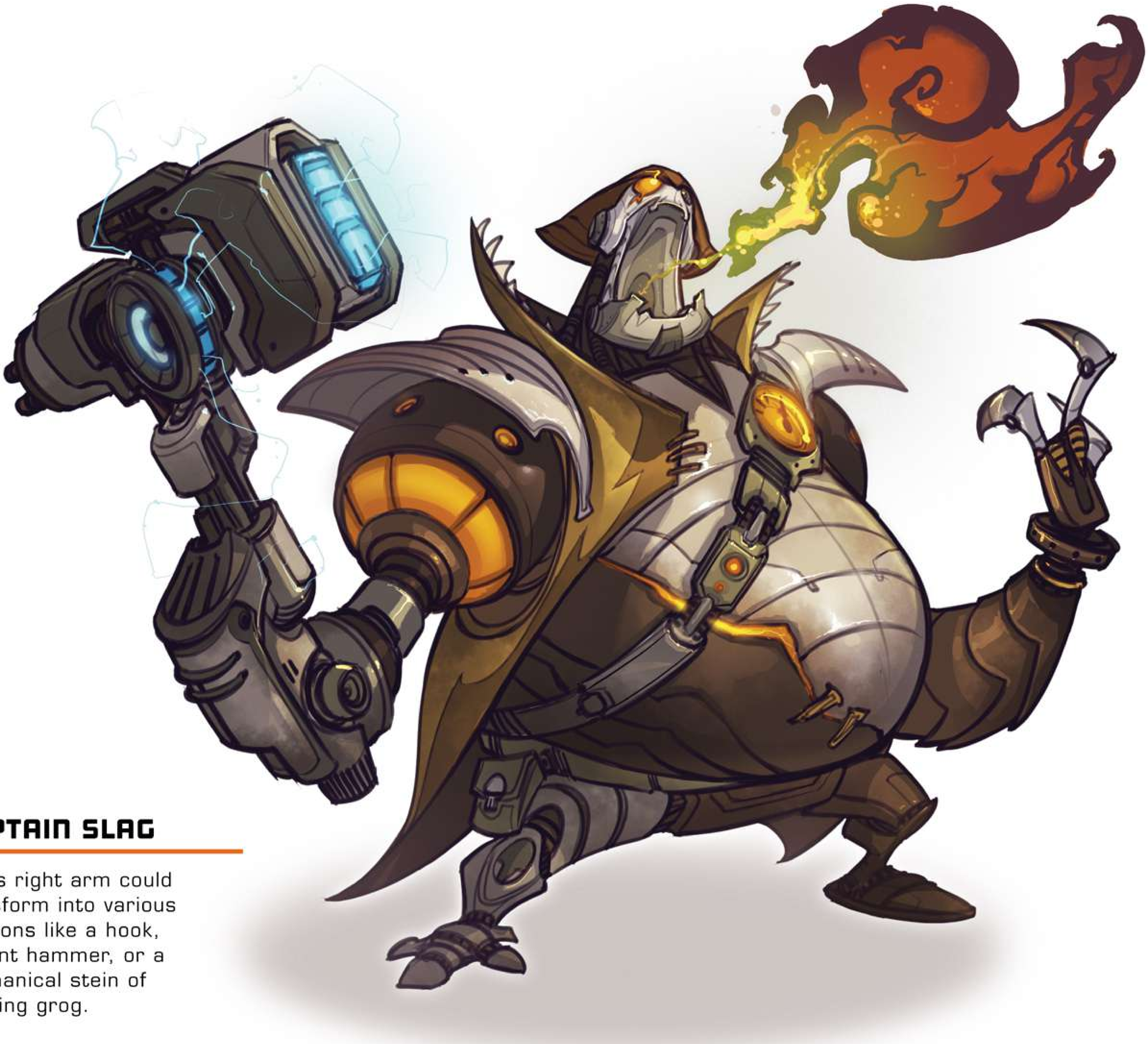




Each minion pirate had a distinct weapon, attack style, and Groovitron dance.

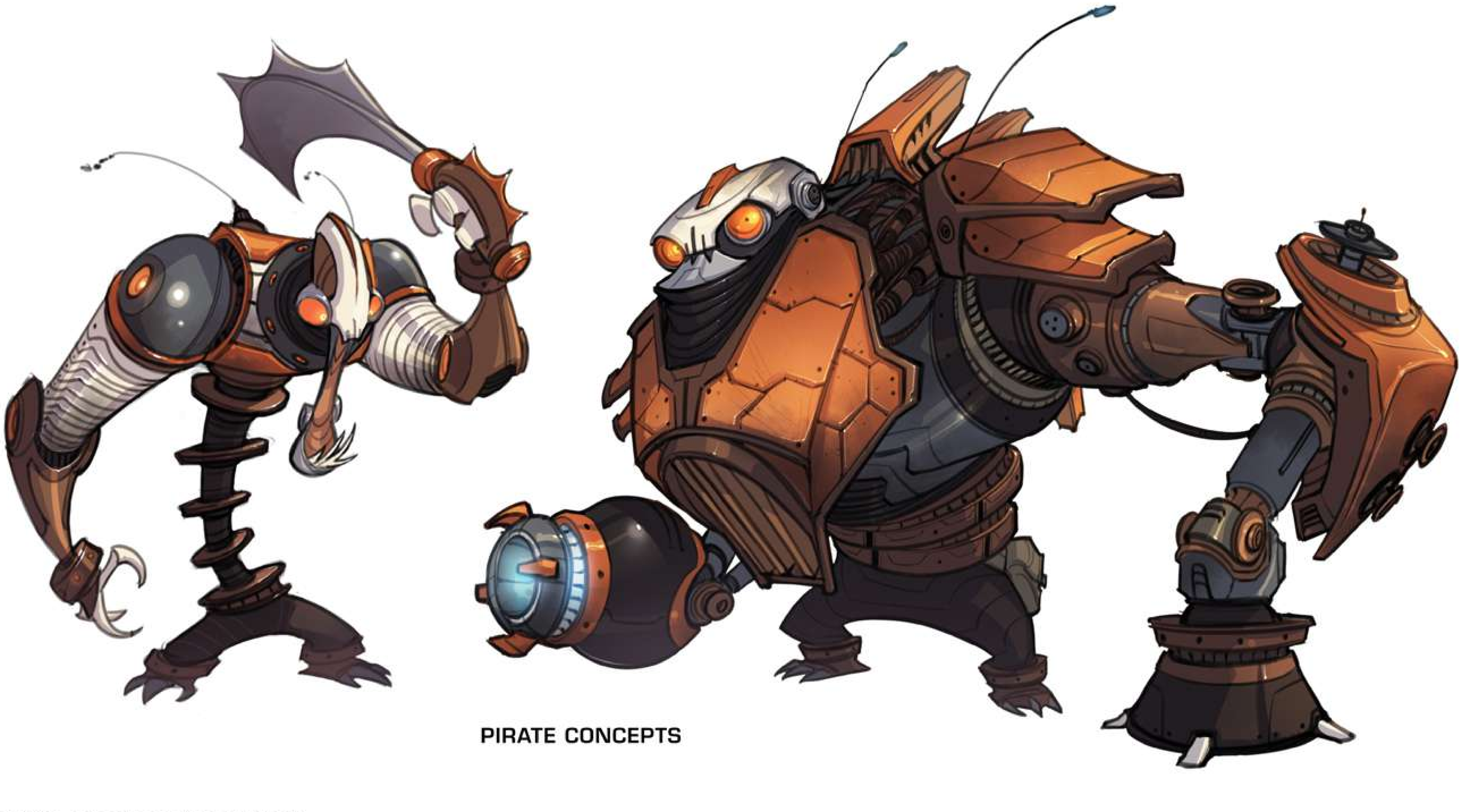


Dozens of designs were created to add variation during massive pirate invasions.

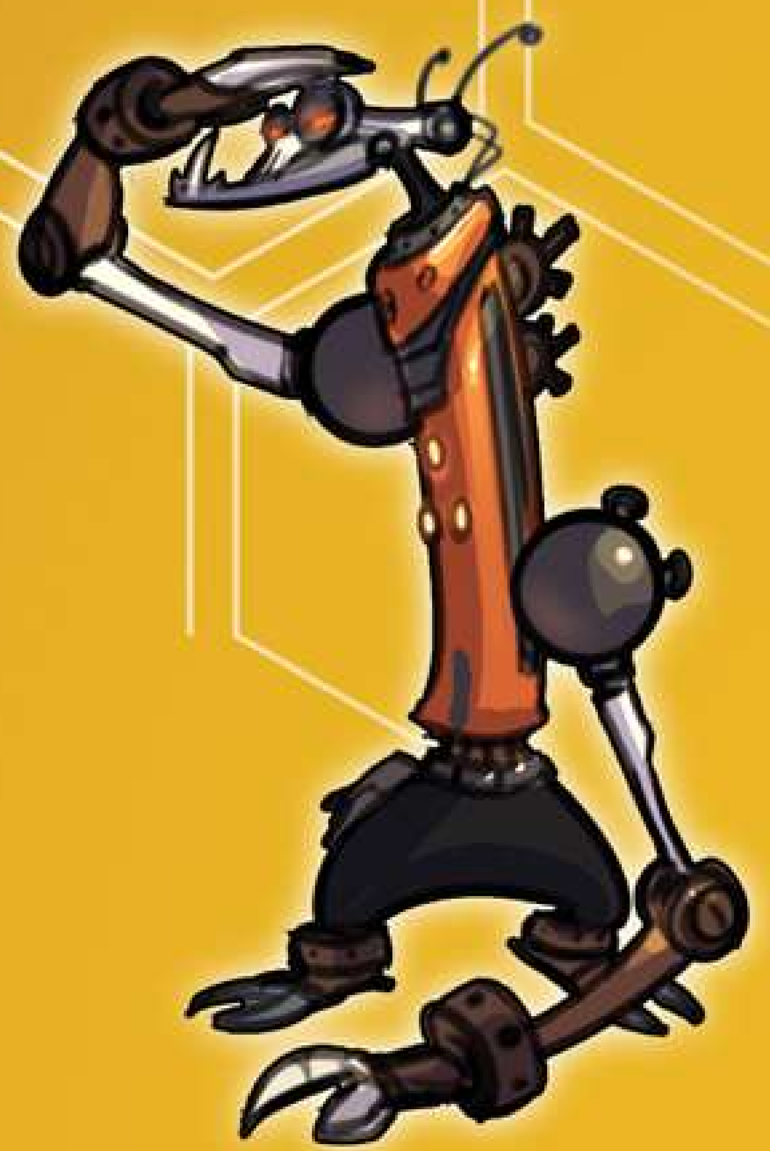


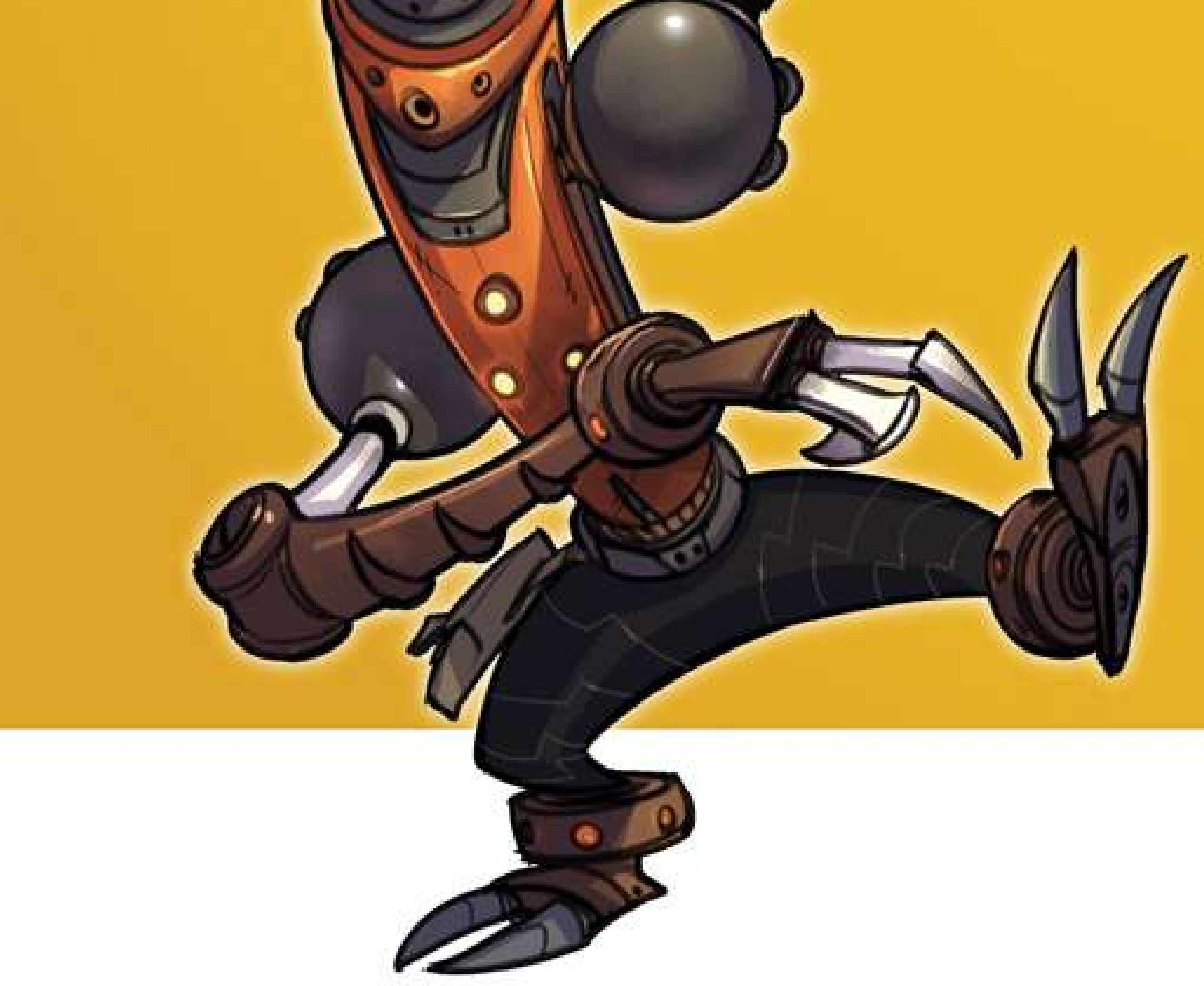
CAPTAIN SLAG

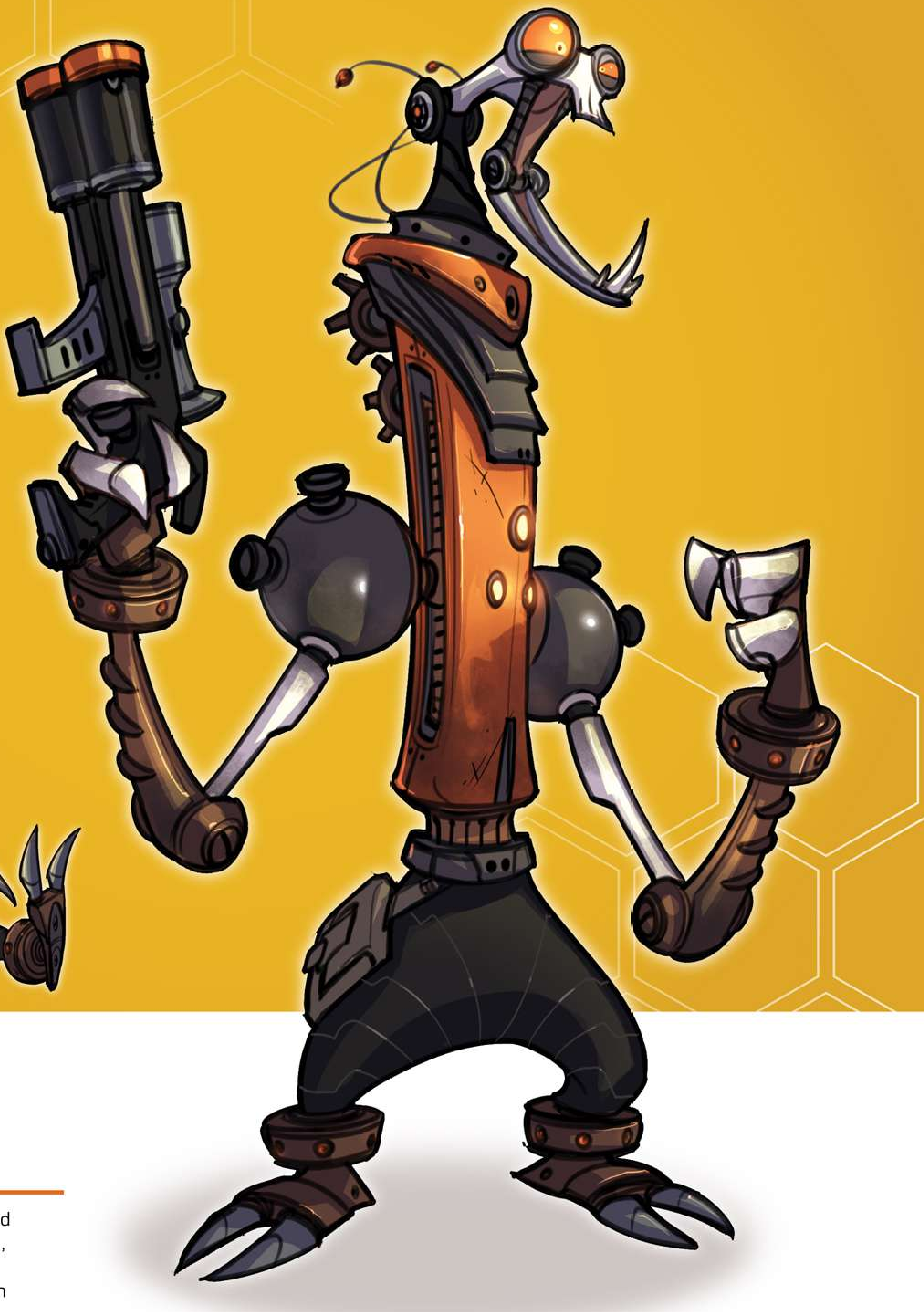
Slag's right arm could transform into various weapons like a hook, a giant hammer, or a mechanical stein of foaming grog.



PIRATE CONCEPTS

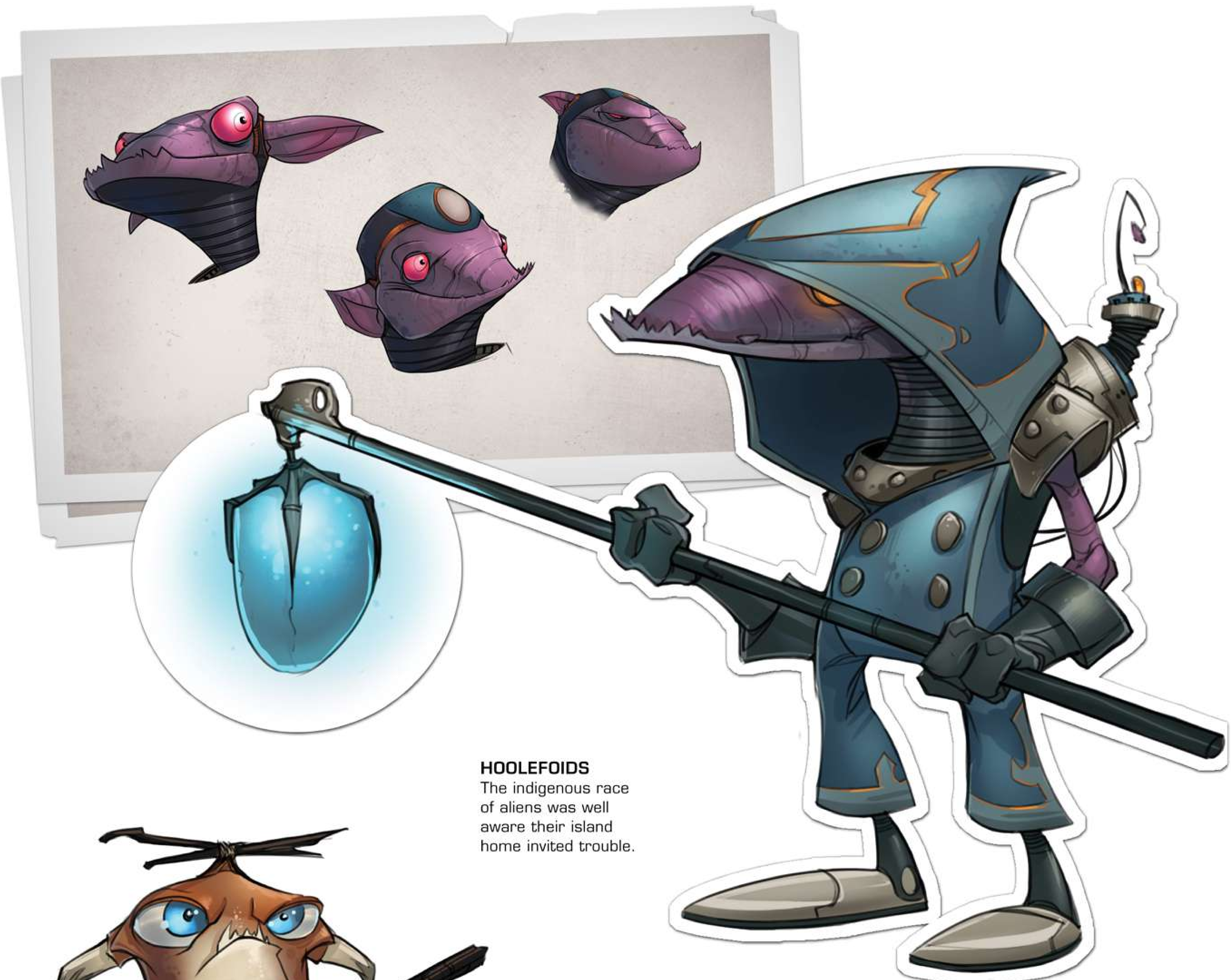




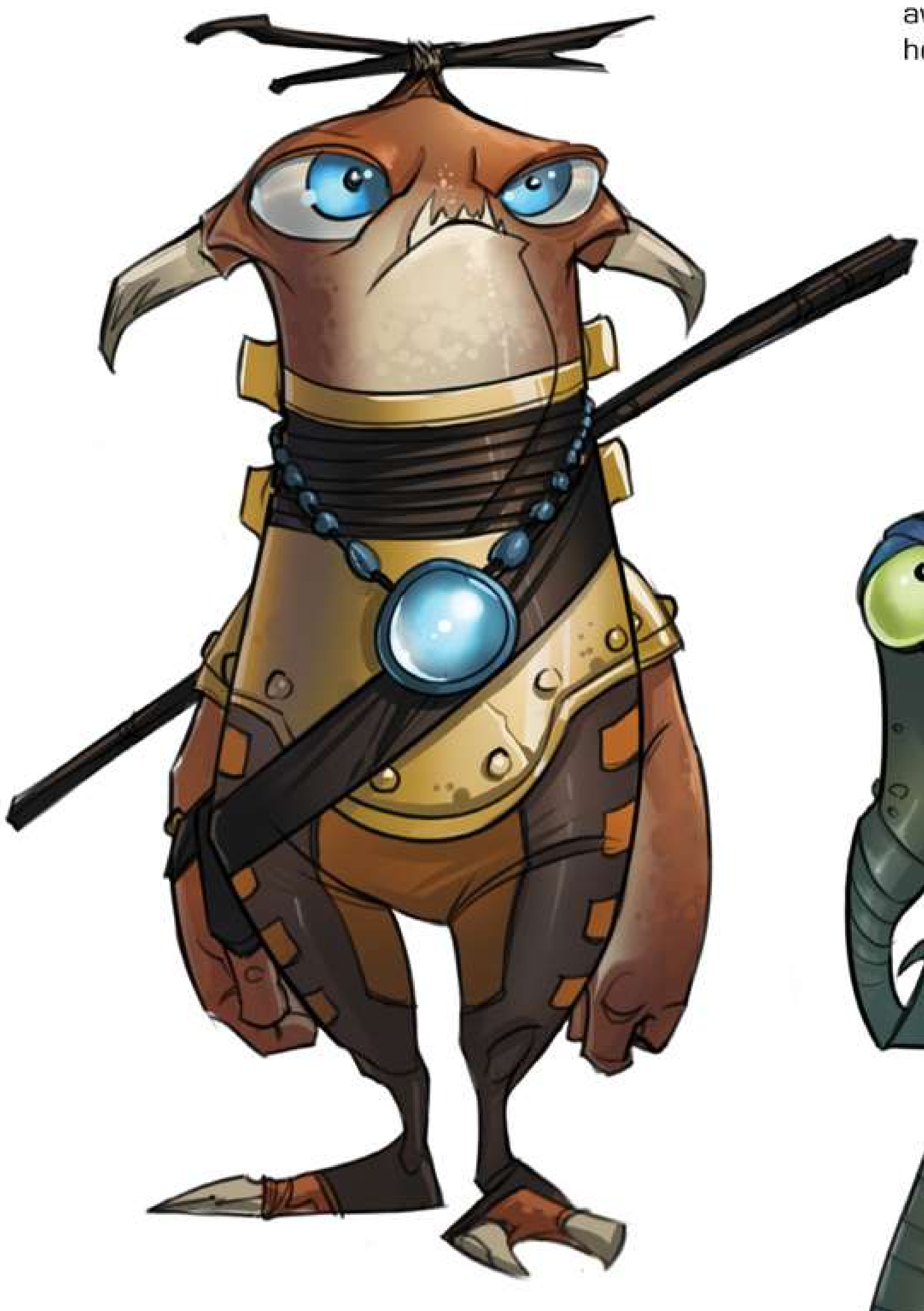


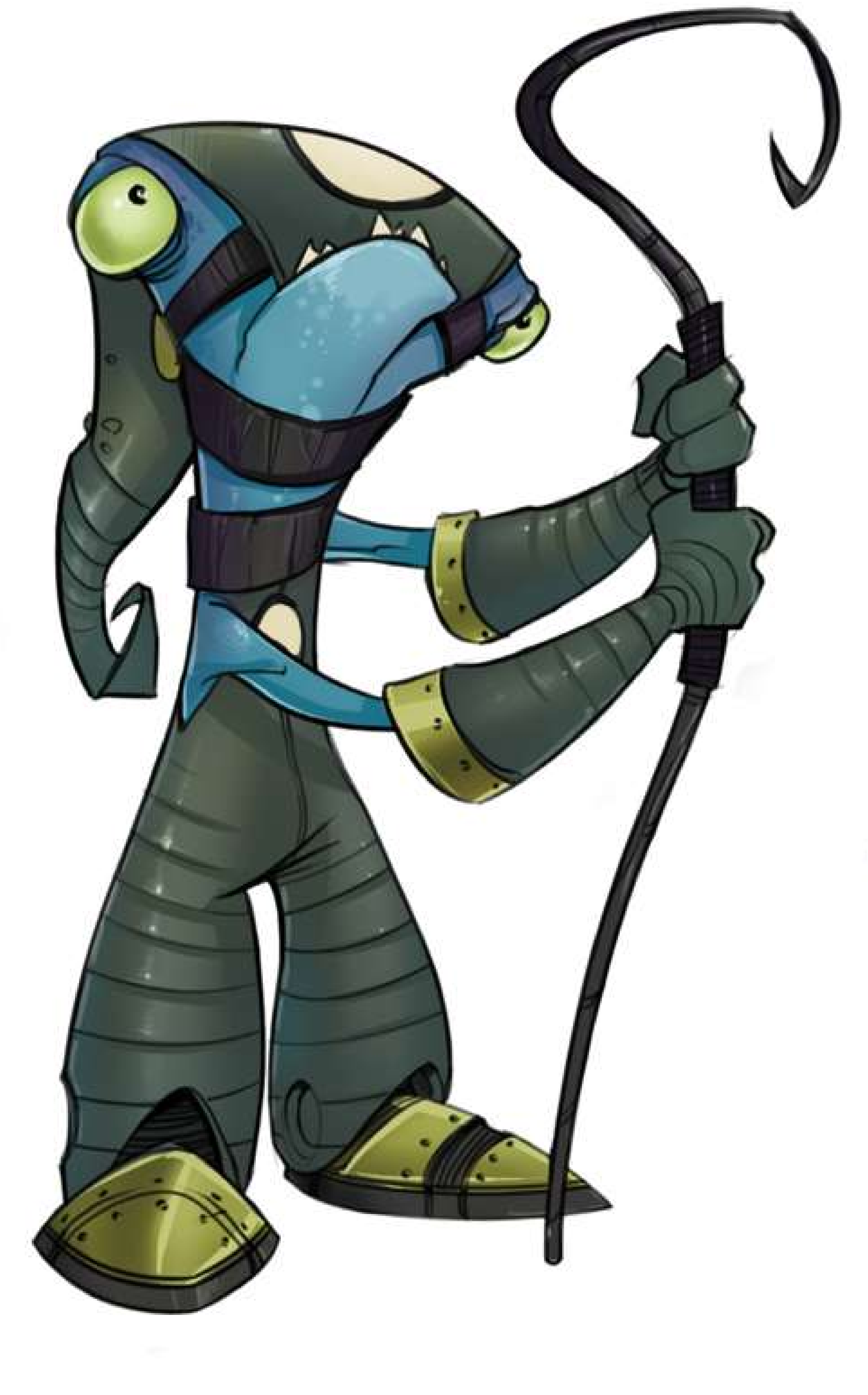
RUSTY PETE

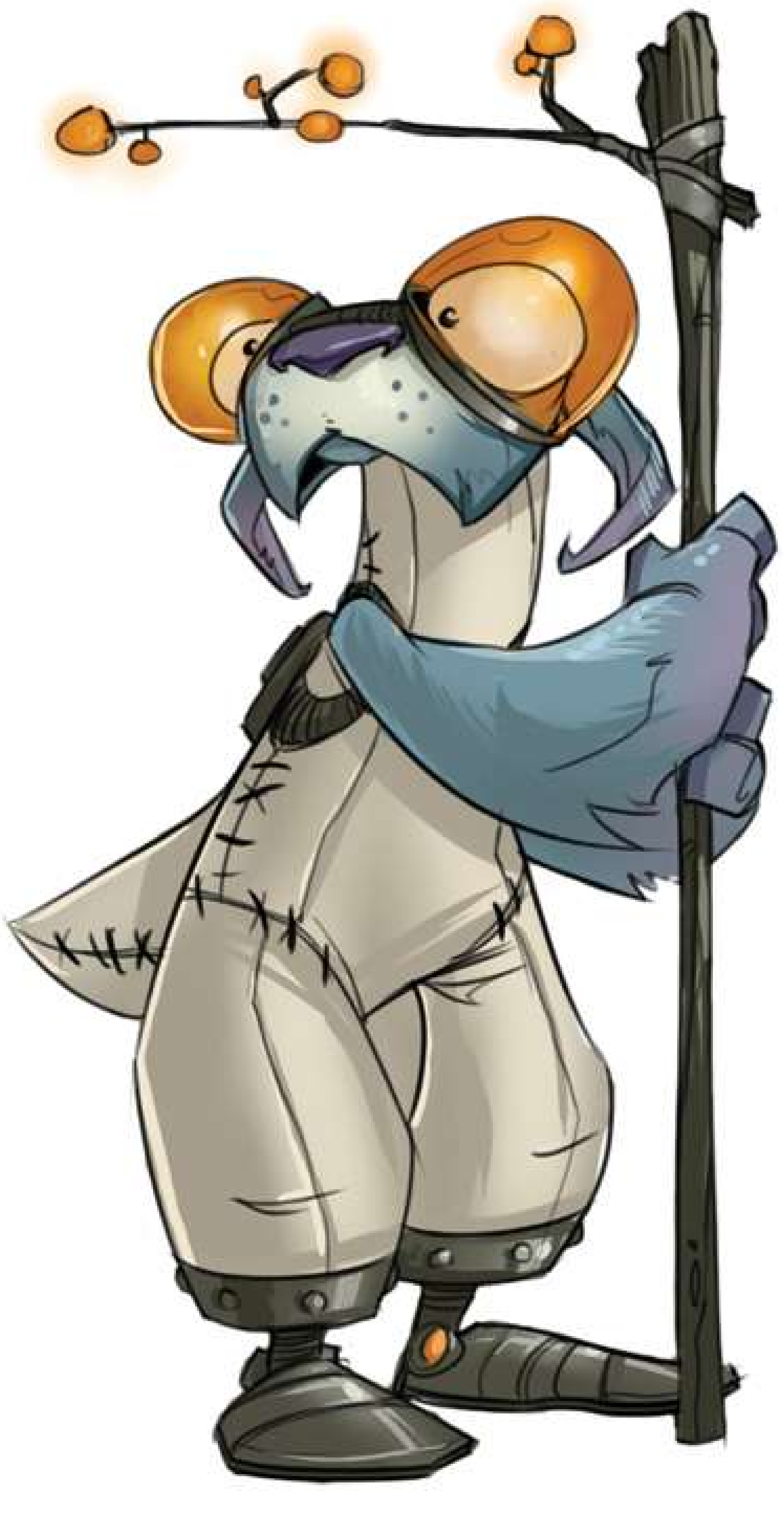
Rusty Pete's shoulders could slide up and down his torso, which allowed his range of emotions to be expressed in a more exaggerated way.

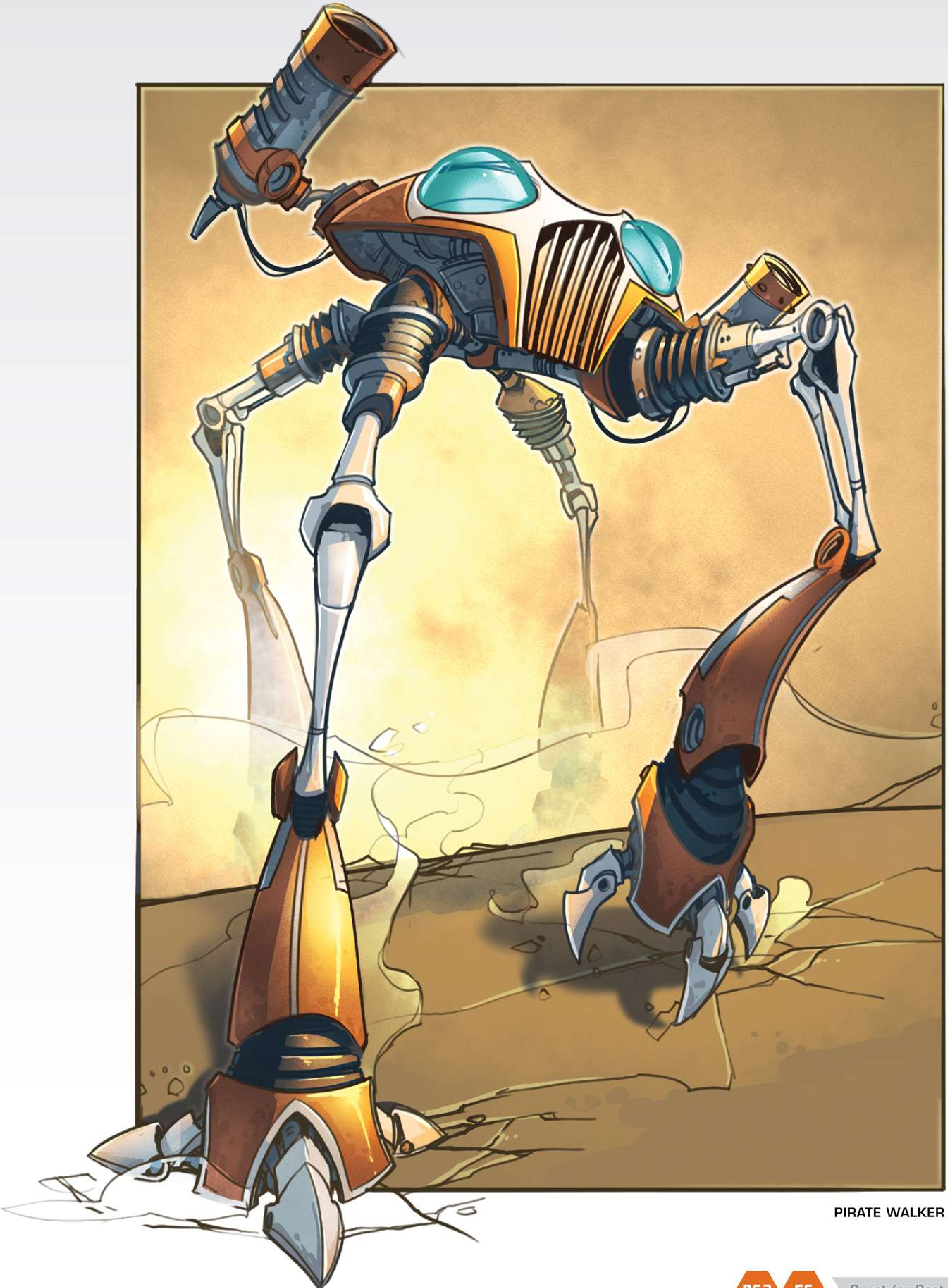


HOOLEFOIDS
The indigenous race of aliens was well aware their island home invited trouble.

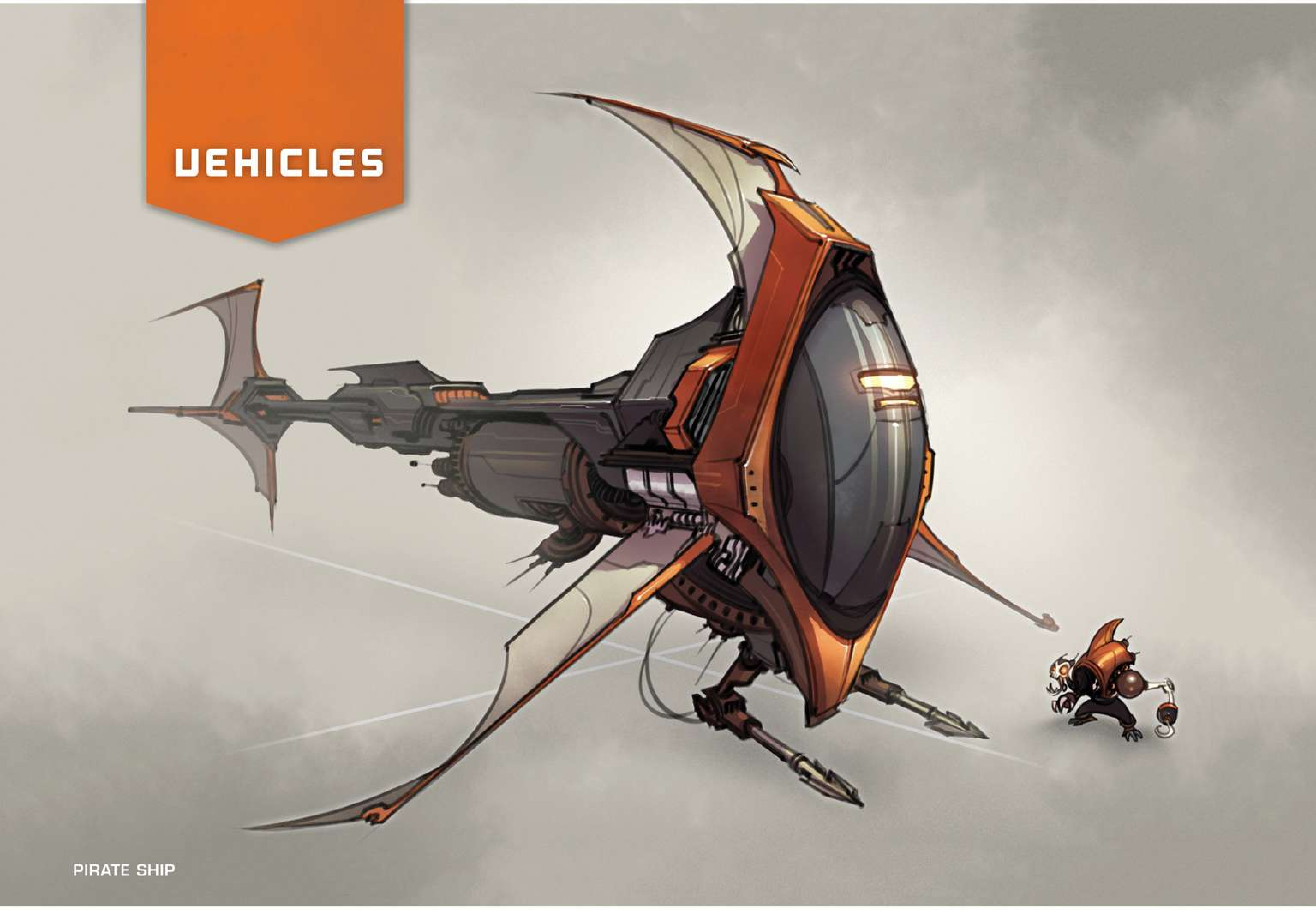




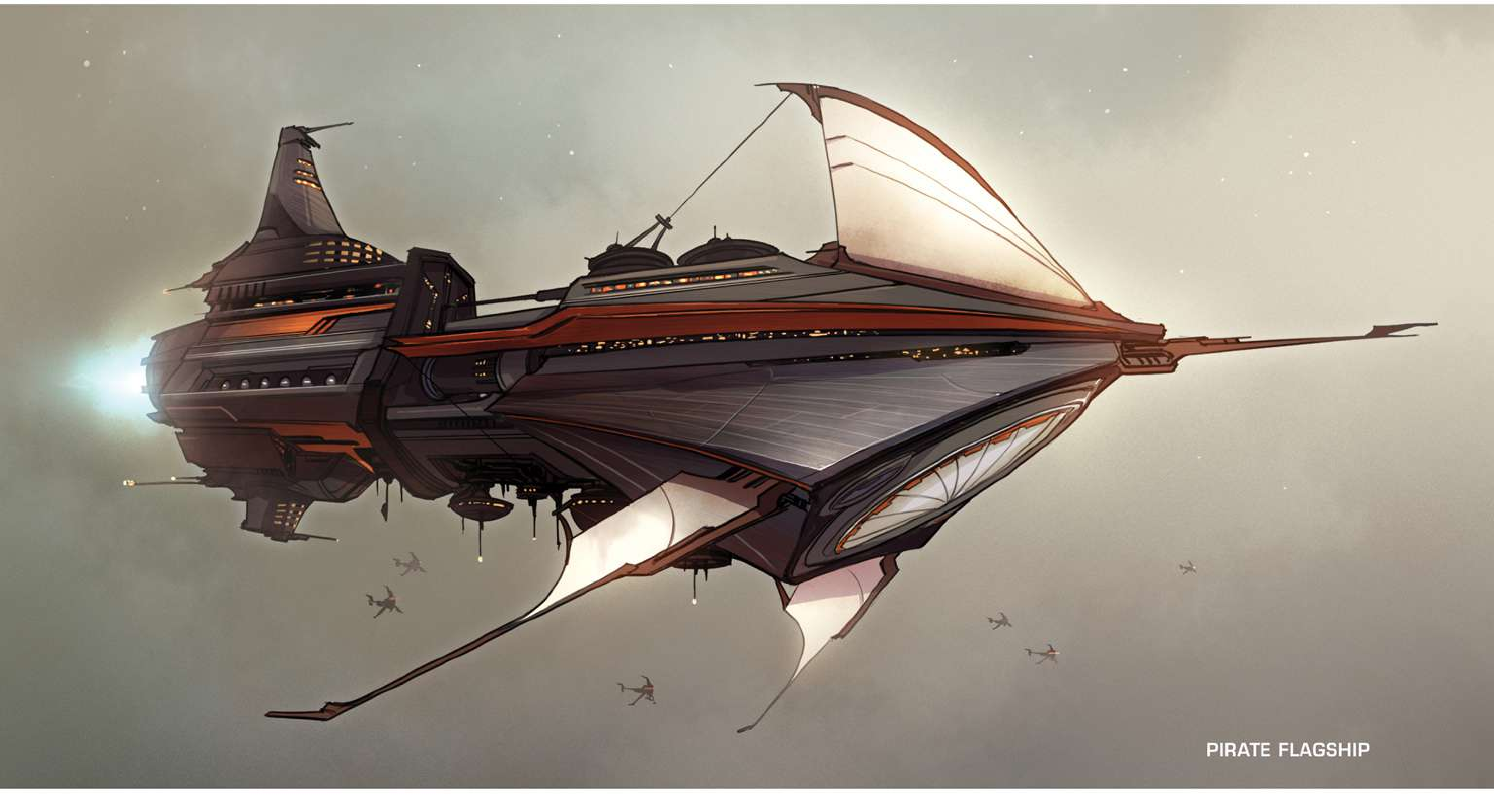




PIRATE WALKER



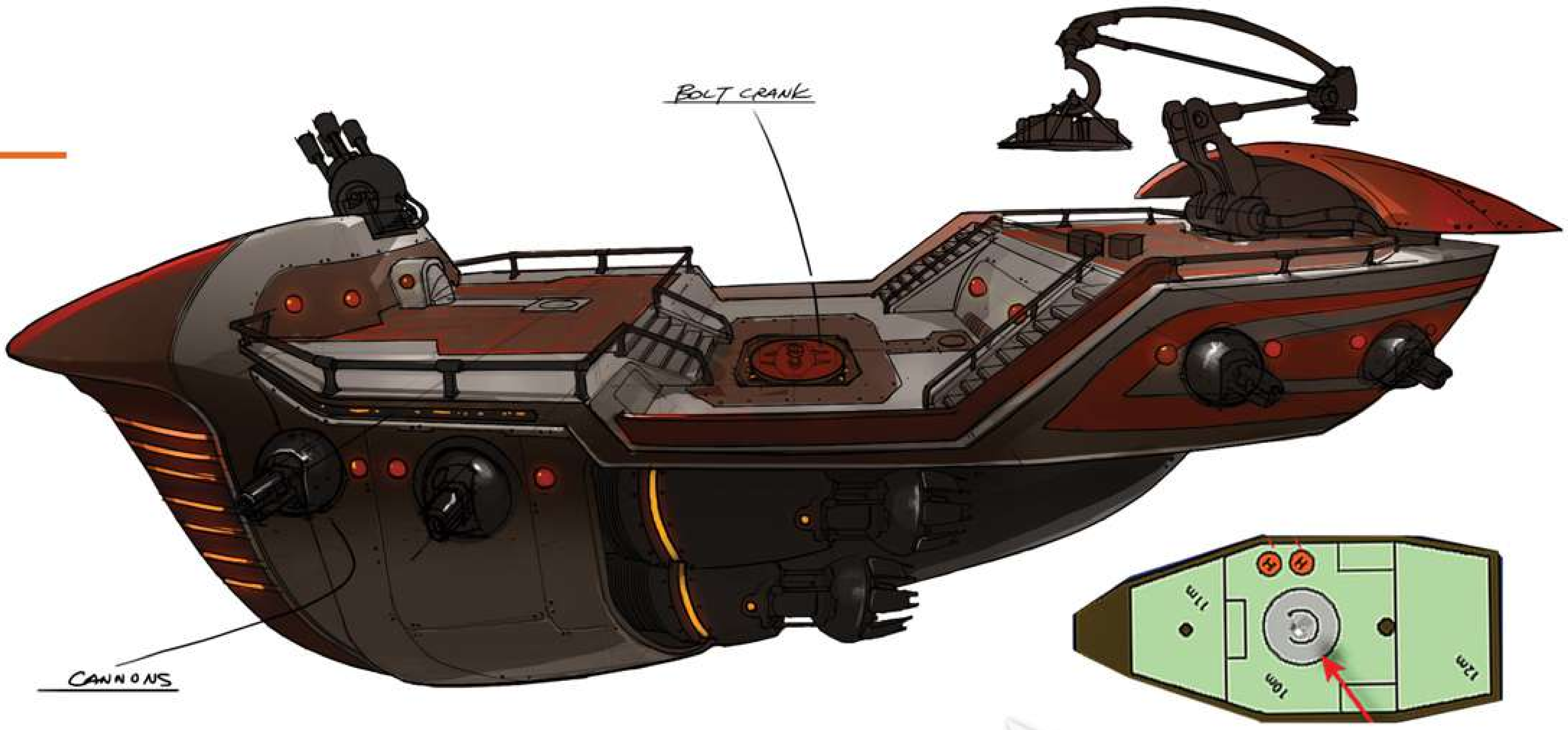
PIRATE SHIP

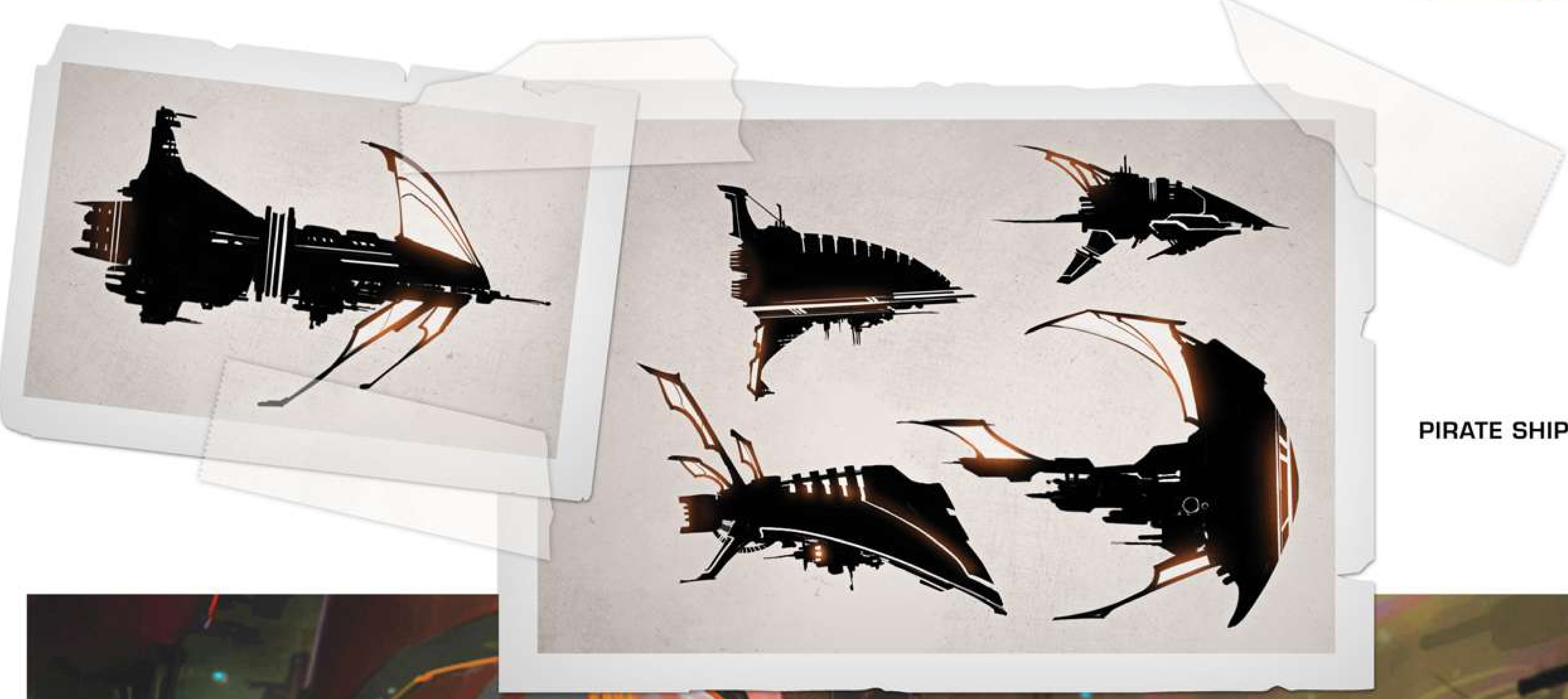


PIRATE FLAGSHIP

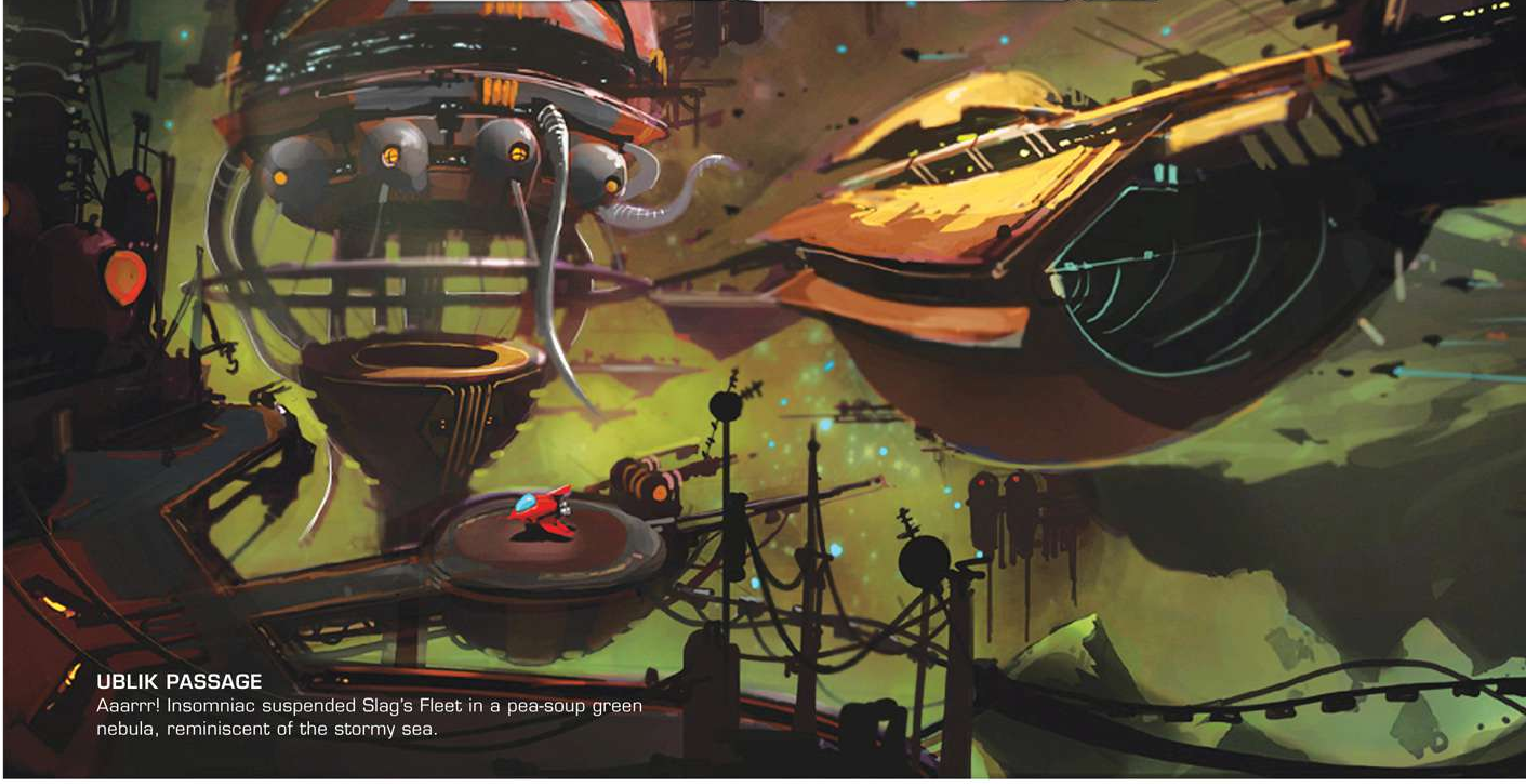
SLAG'S FLEET

Space pirates and their ships used rust-colored painted metal, chromatic grays, and incandescent orange accents for their signature palette.





PIRATE SHIP ROUGHS



UBLIK PASSAGE
Aaarrr! Insomniac suspended Slag's Fleet in a pea-soup green nebula, reminiscent of the stormy sea.

RATCHET & CLANK FUTURE

A CRACK IN TIME™

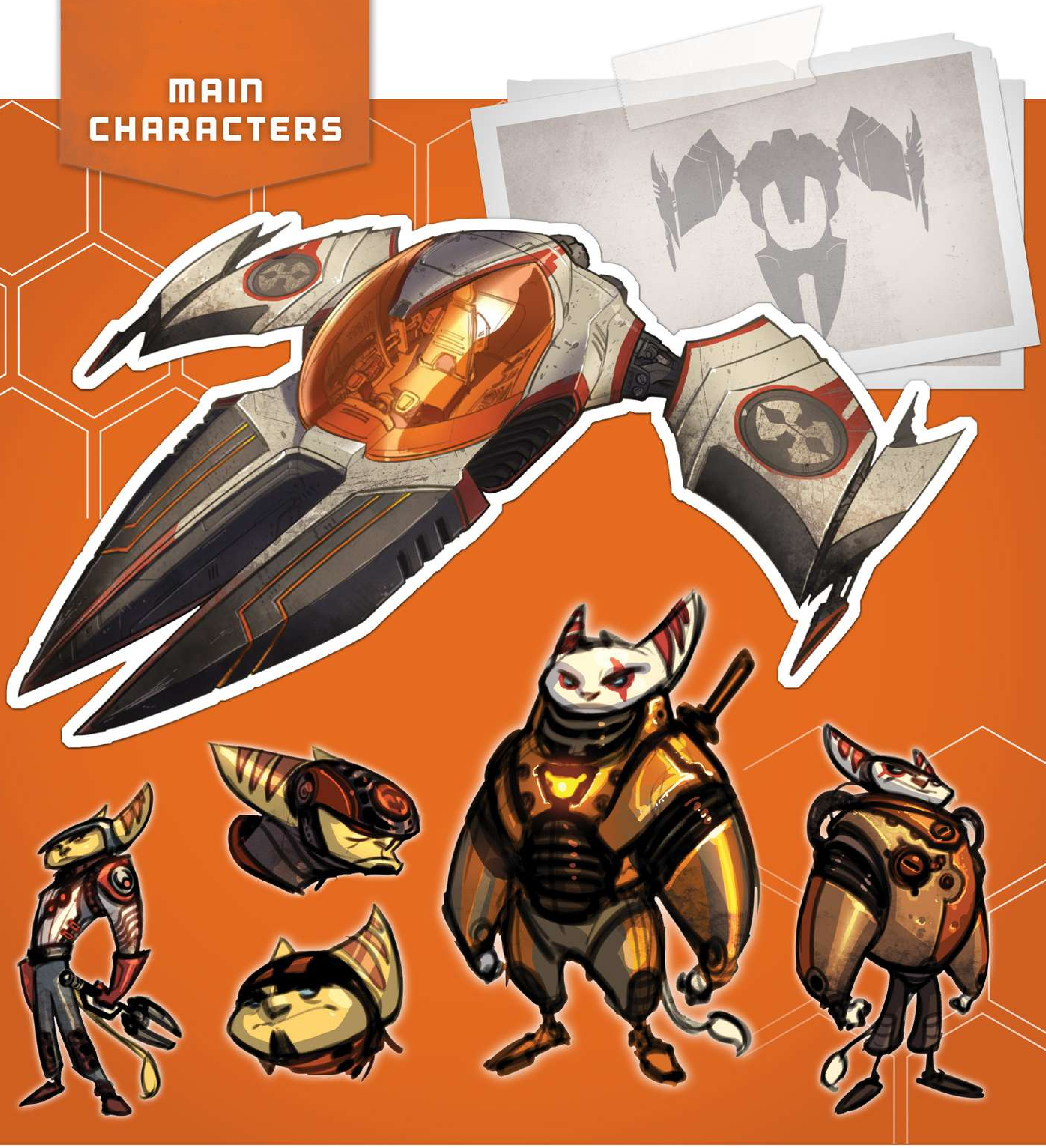
Only On PlayStation.
PLAYSTATION Network
RATCHET & CLANK FUTURE
A CRACK IN TIME
RP
ESRB
INSOMNIAC GAMES
SONY
COMPUTER ENTERTAINMENT

The climax to the *Ratchet & Clank Future* saga, *A Crack in Time* tells a powerful story about exploring your origins. Ratchet continues his search for Clank and meets another Lombax, Alister Azimuth, who reveals more about Ratchet's family.

Meanwhile, Dr. Nefarious is aboard the Great Clock—an ancient space station that controls the flow of time in the galaxy. Clank is trapped here as well, having learned that he was specially designed to become the caretaker of the Clock.

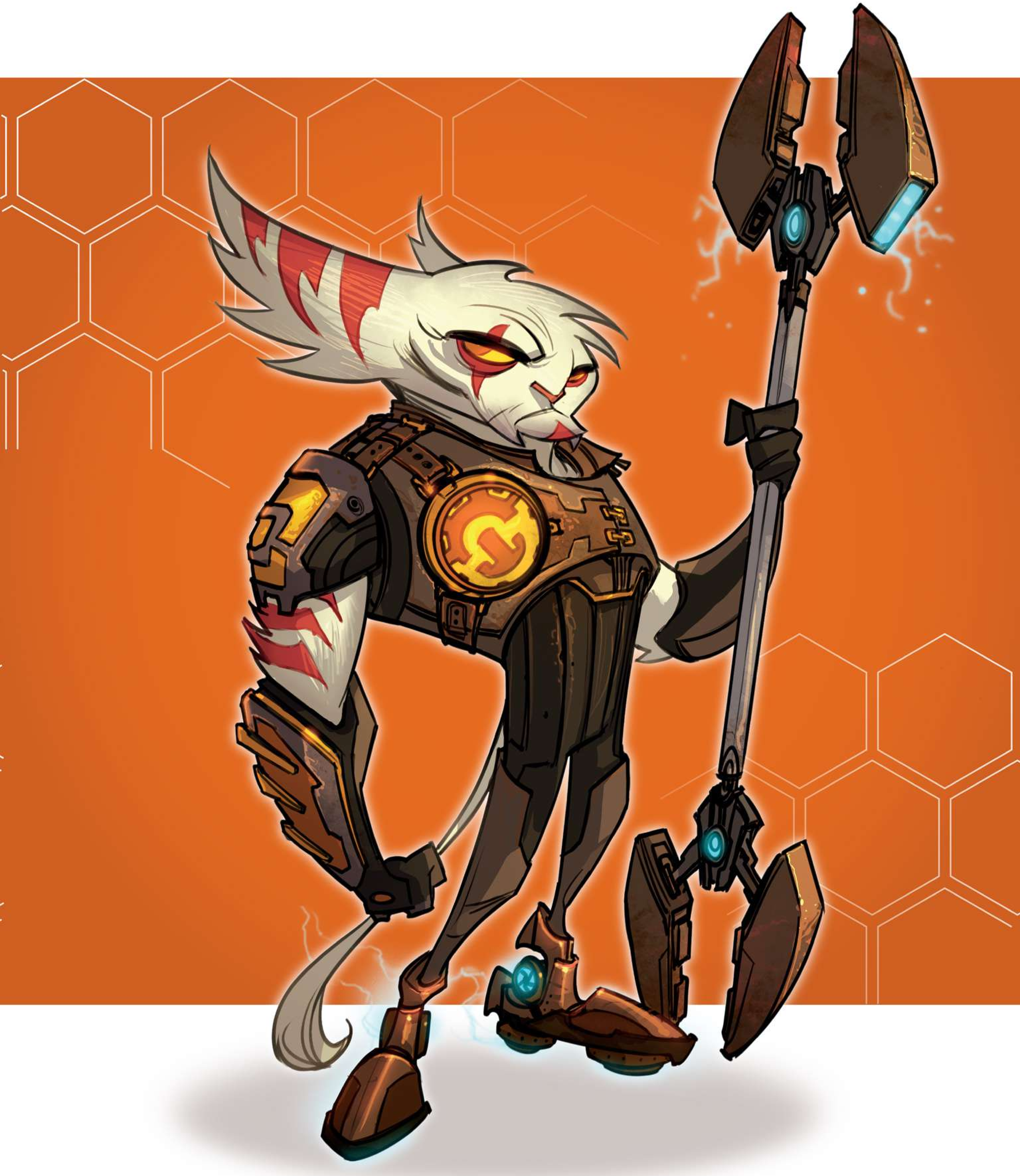
From envisioning the incredible Great Clock, to the more open worlds for Ratchet to use his hoverboots, to the incredible open space game play sections where Ratchet could fly between spherical planetoids, *A Crack in Time* offers one of the series' most classic adventures. It's a high-water mark for storytelling in the franchise.

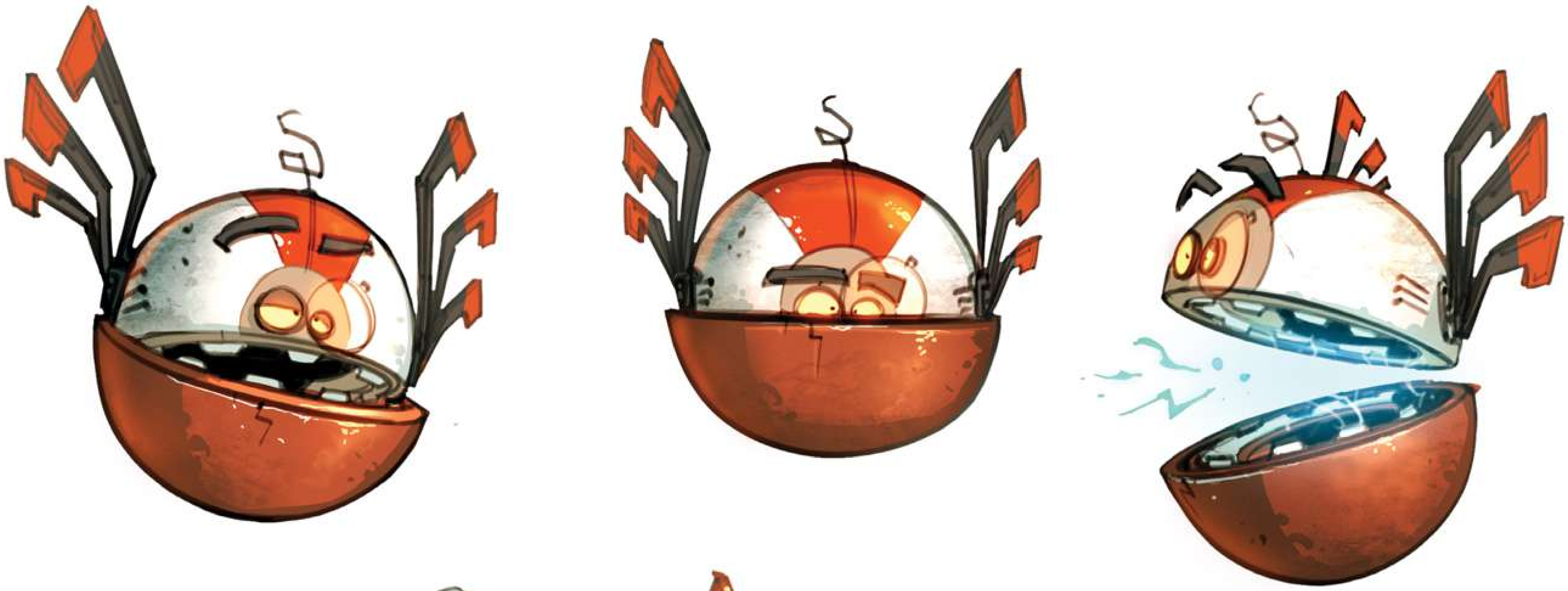
FS PS3 2009

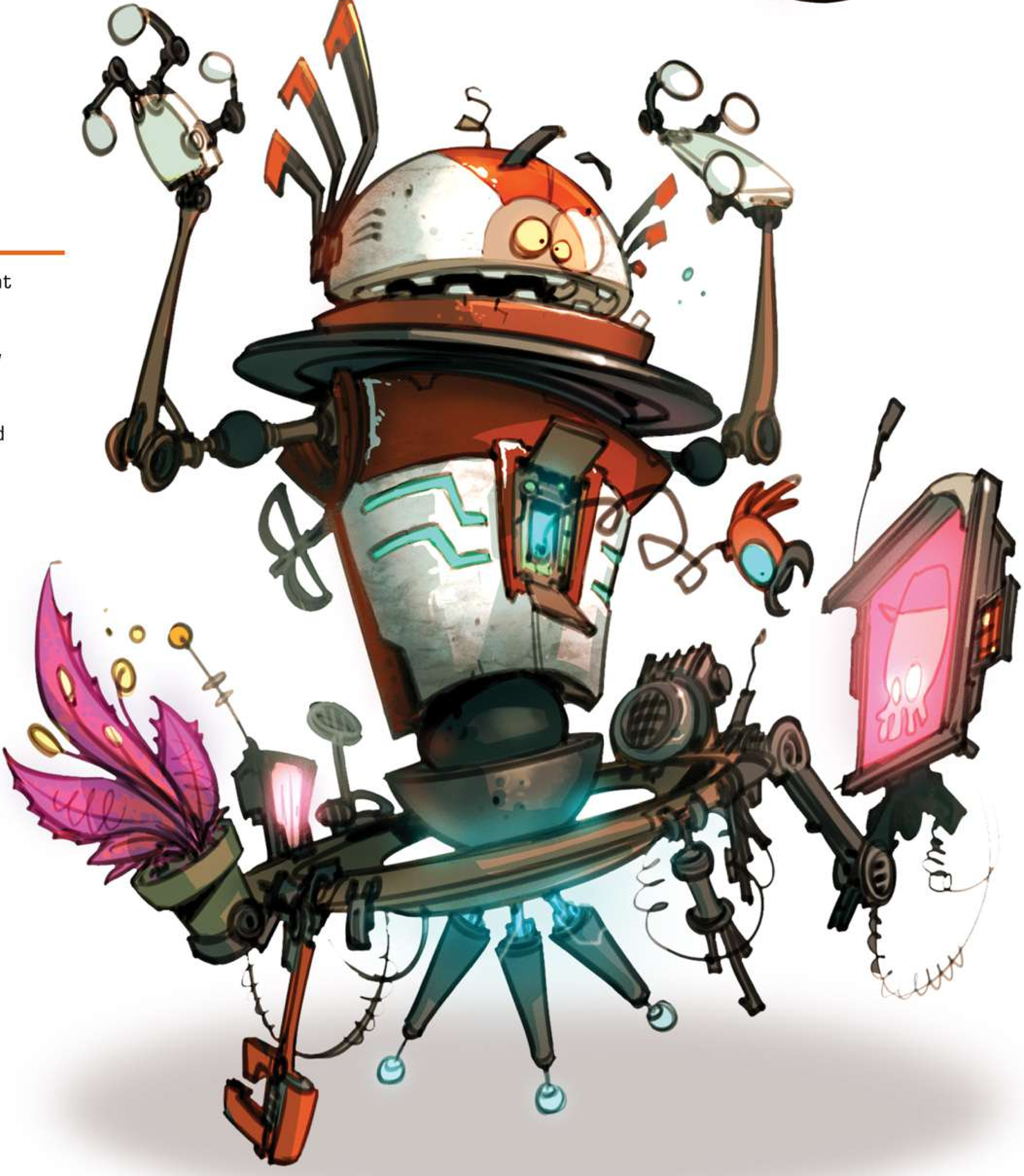


ALISTER AZIMUTH

Ratchet meets Alister Azimuth, a Lombax that knows who Ratchet is and shares his quest to restore the Lombaxes. These were early shape and design explorations for Azimuth, along with the final concept for his ship and his Praetorian Omniwrench on the facing page.

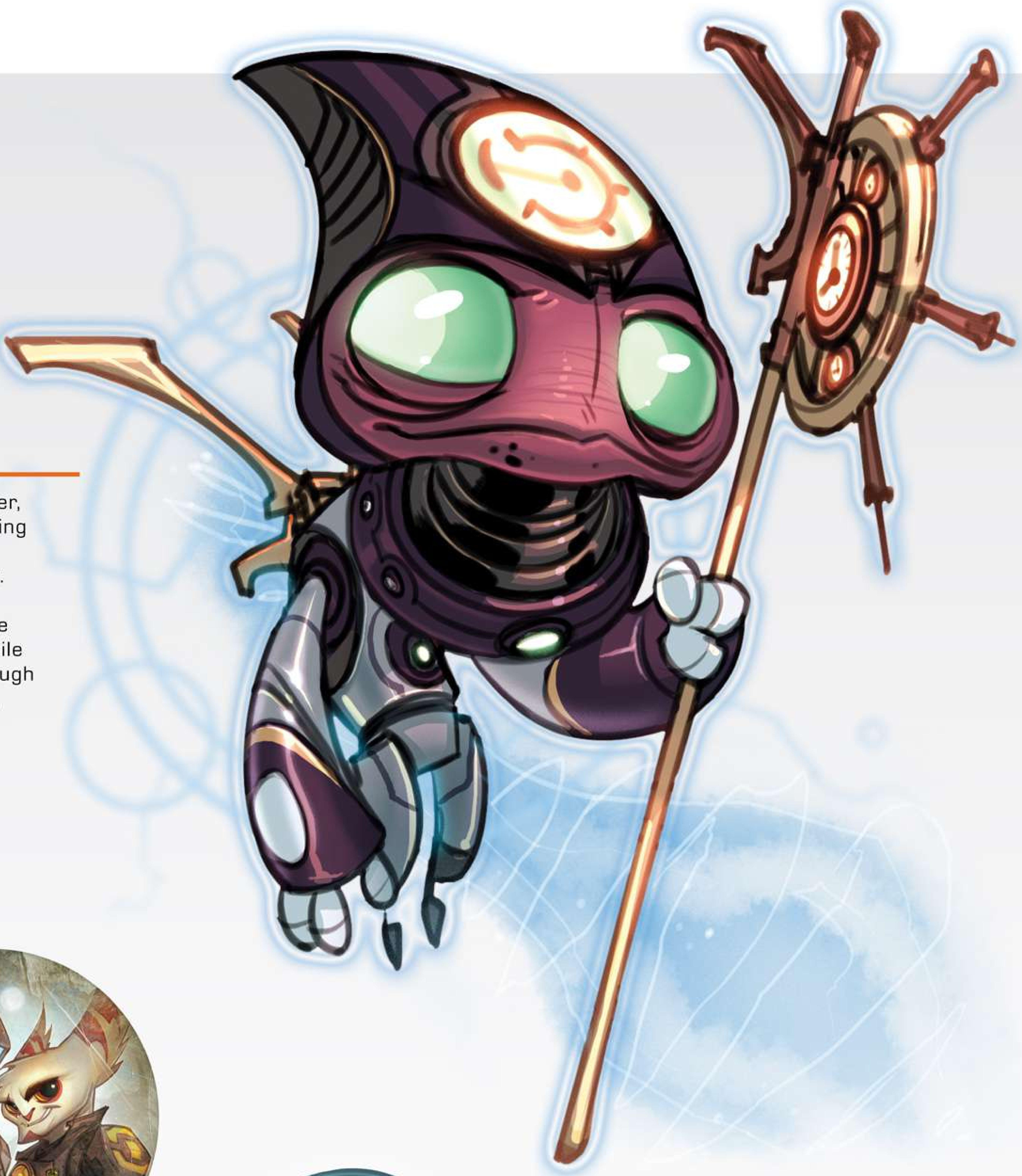






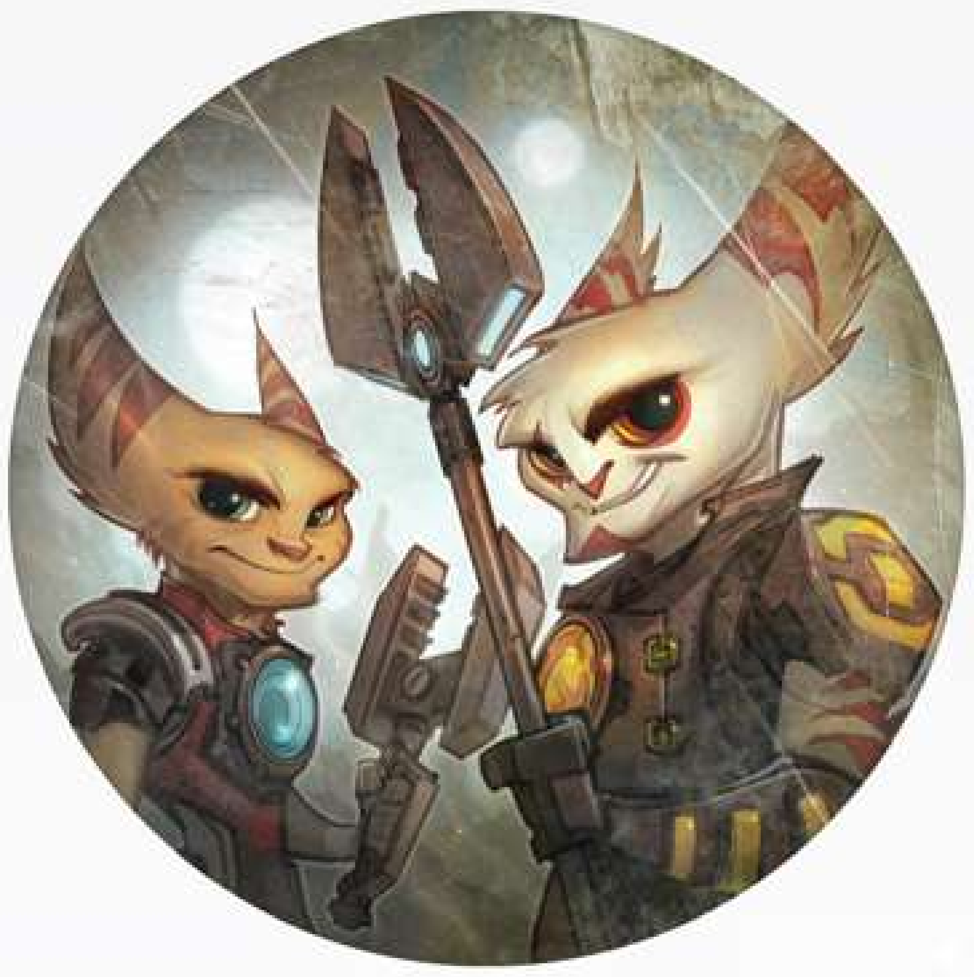
SIGMUND

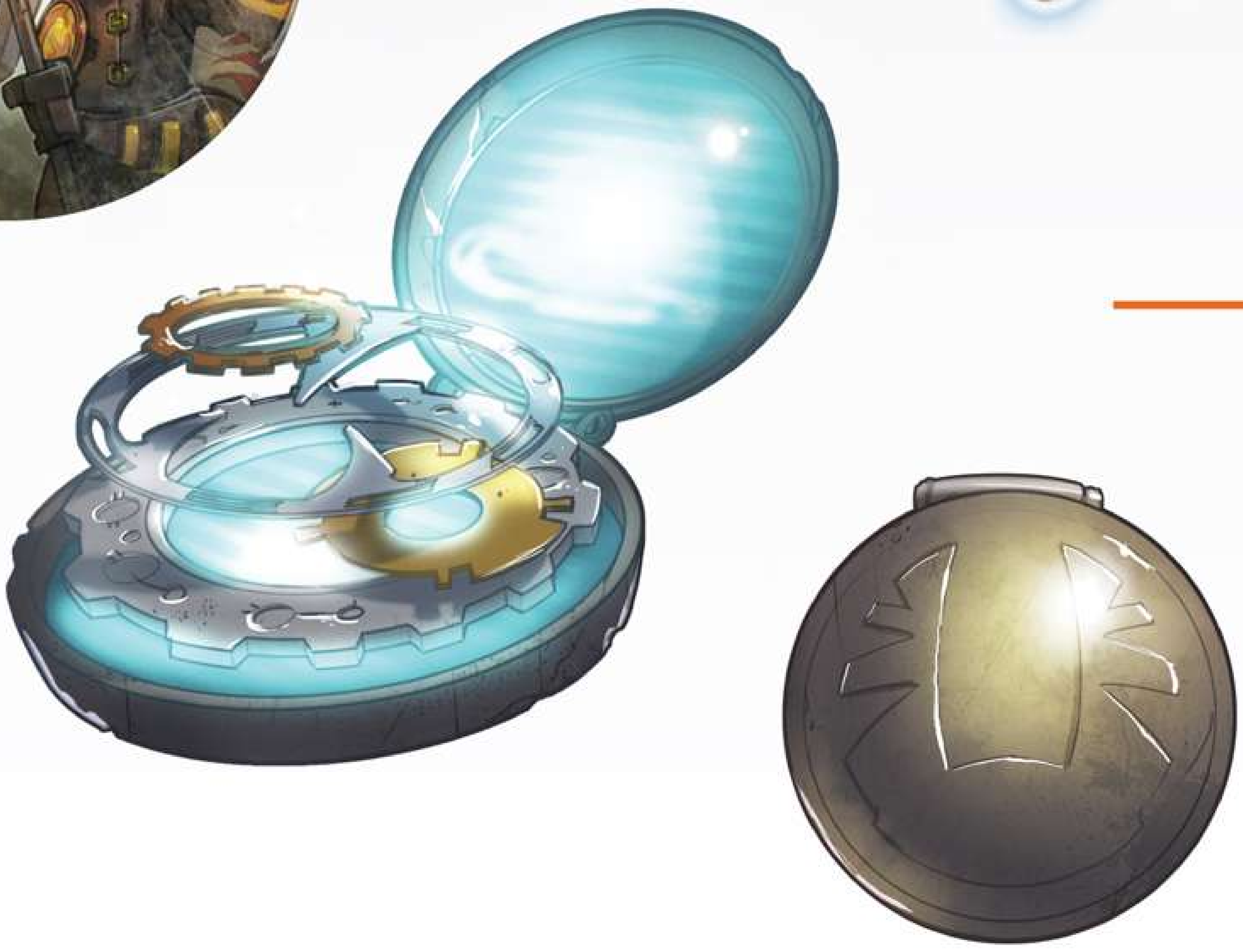
The ultimate Great Clock caretaker, Sigmund's palette was based heavily on an ambulance while his finer details referenced pocket watches and maintenance devices.



ORVUS

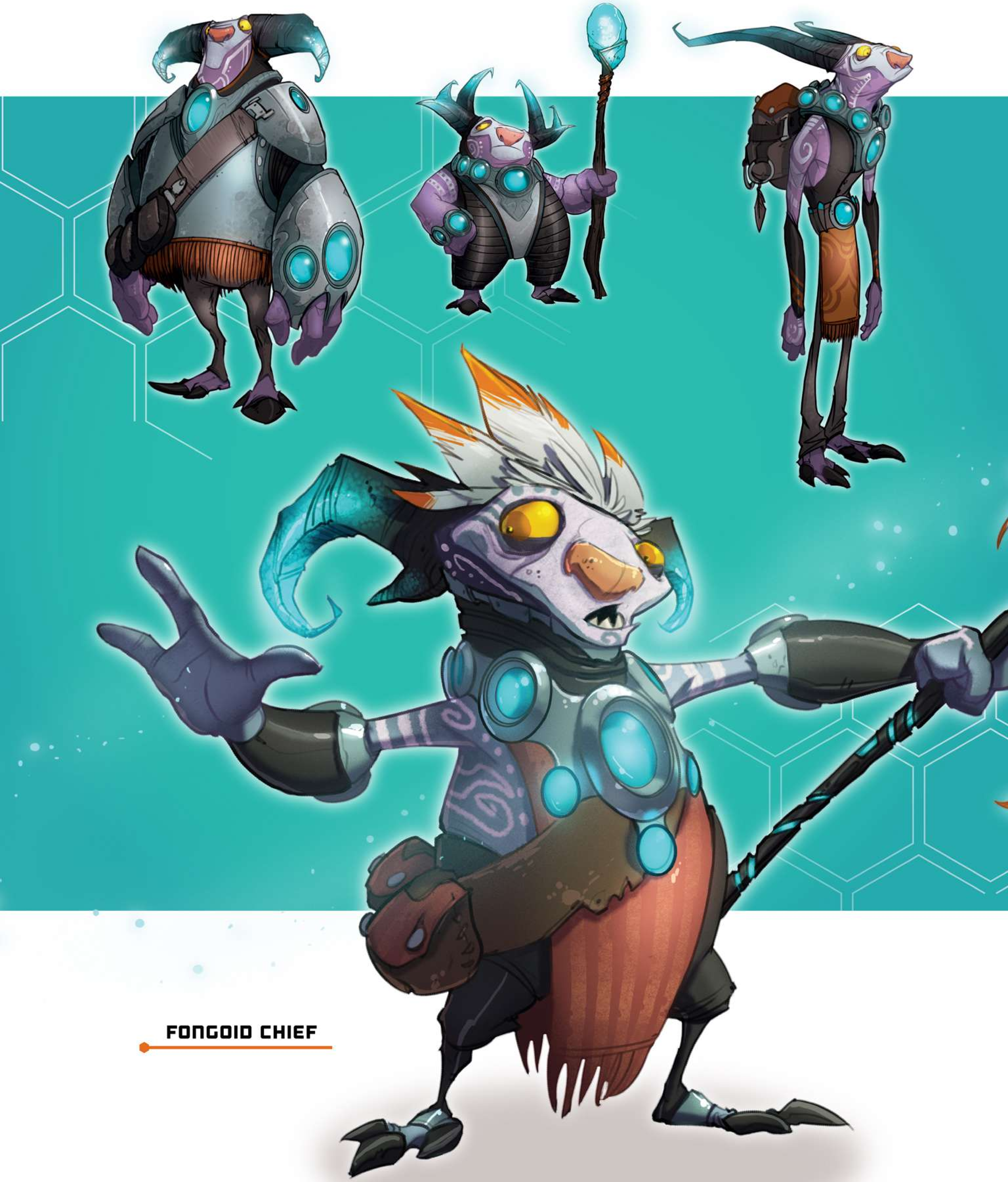
For Clank's father, Orvus, maintaining a gentle air of wisdom was key. His large green eyes created the visual bridge while the signature laugh sealed the deal.



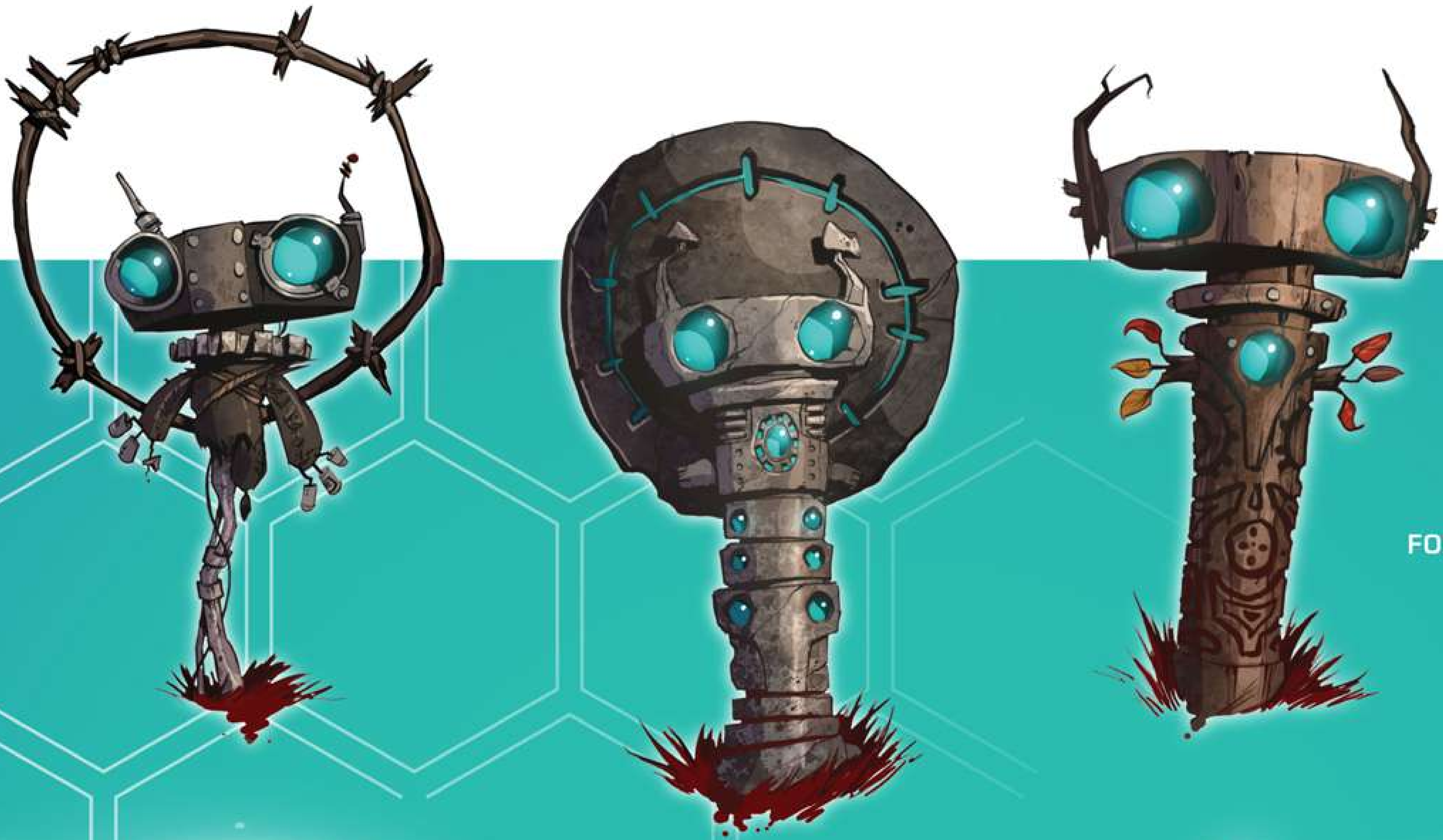


POCKET WATCH

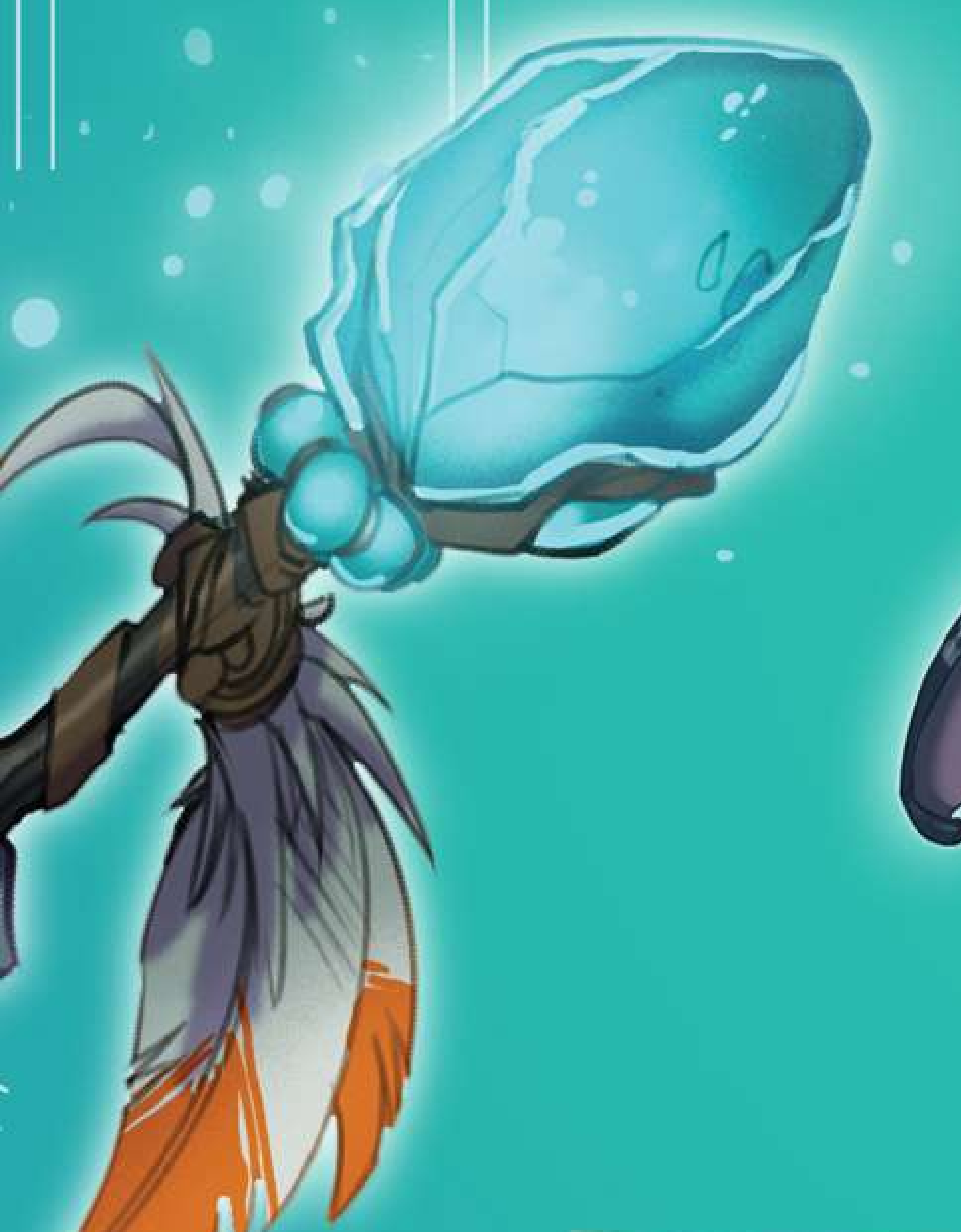
A critical heirloom in *A Crack in Time*, the articulated watch serves as the first (and only) image of Ratchet's long-lost father, Kaden.

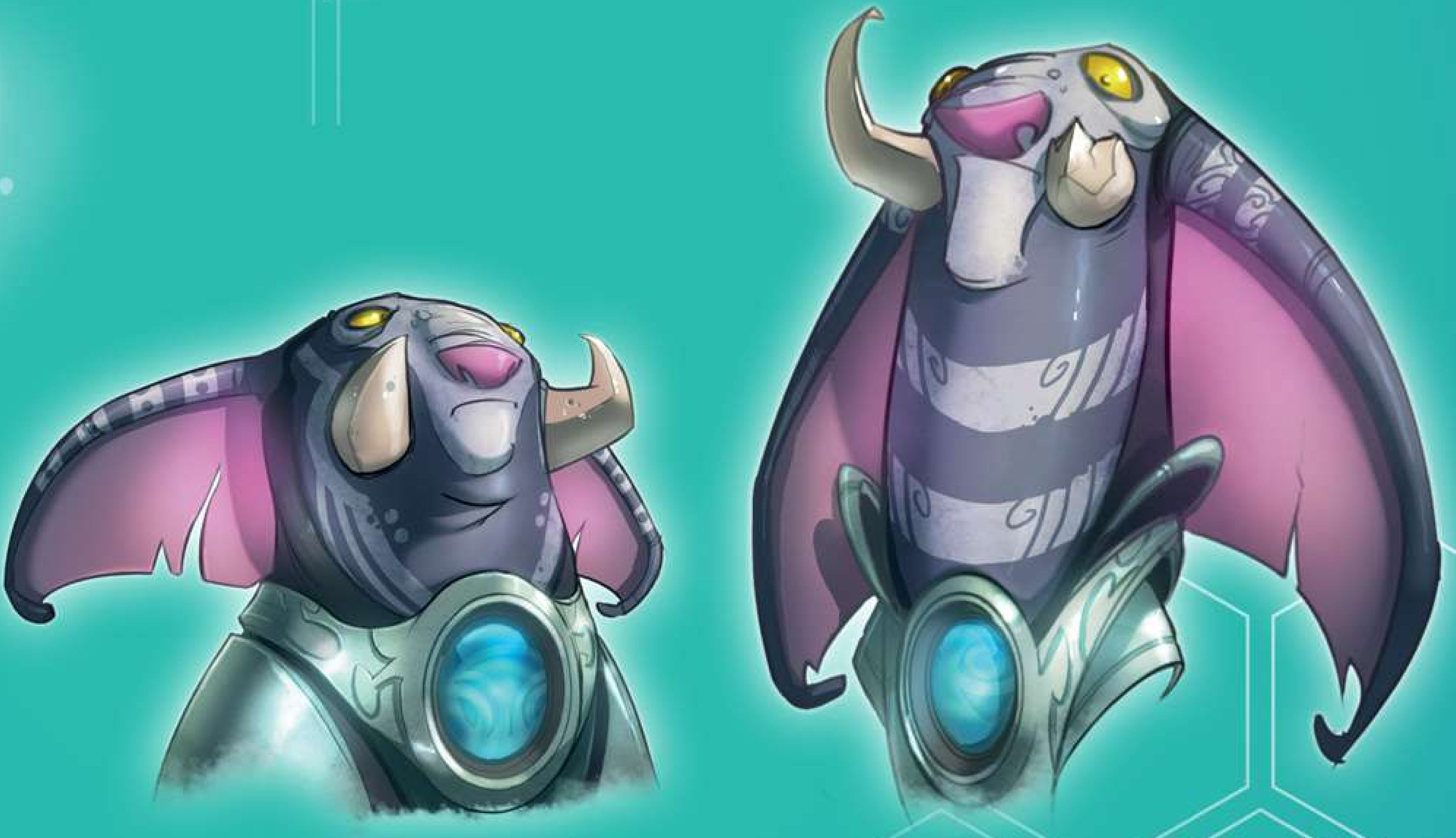


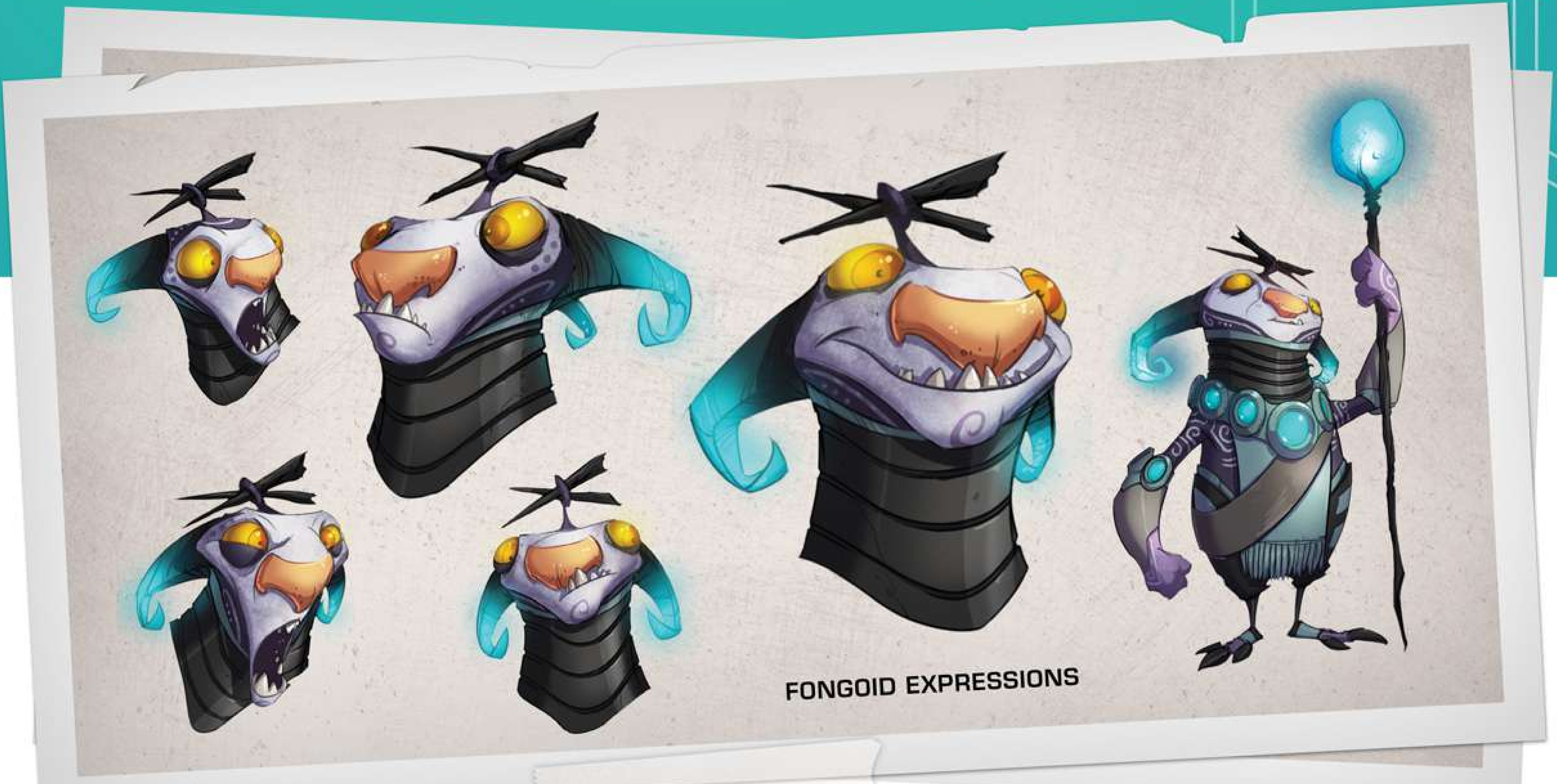
FONGOID CHIEF



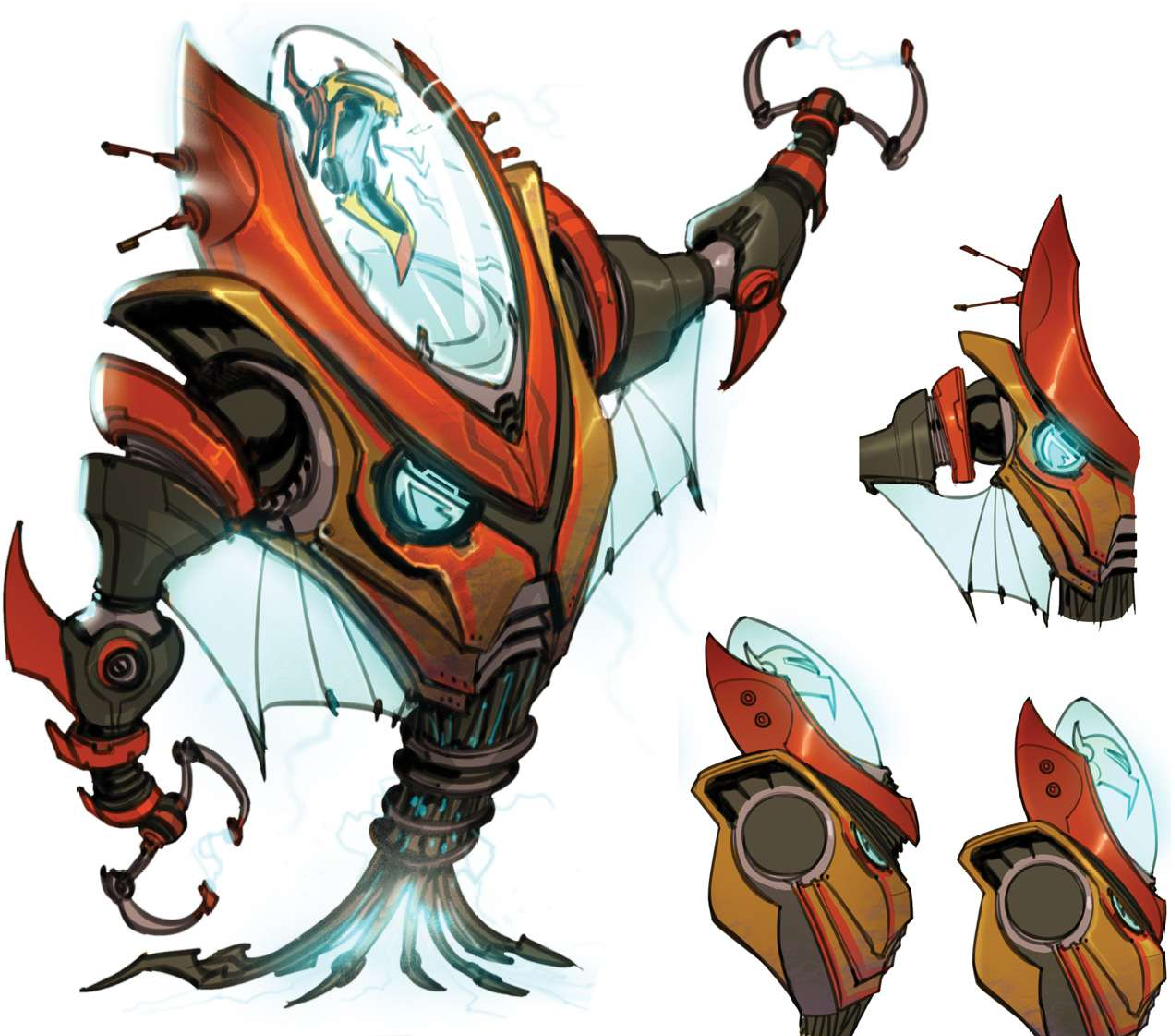
FONGOID TOTEM

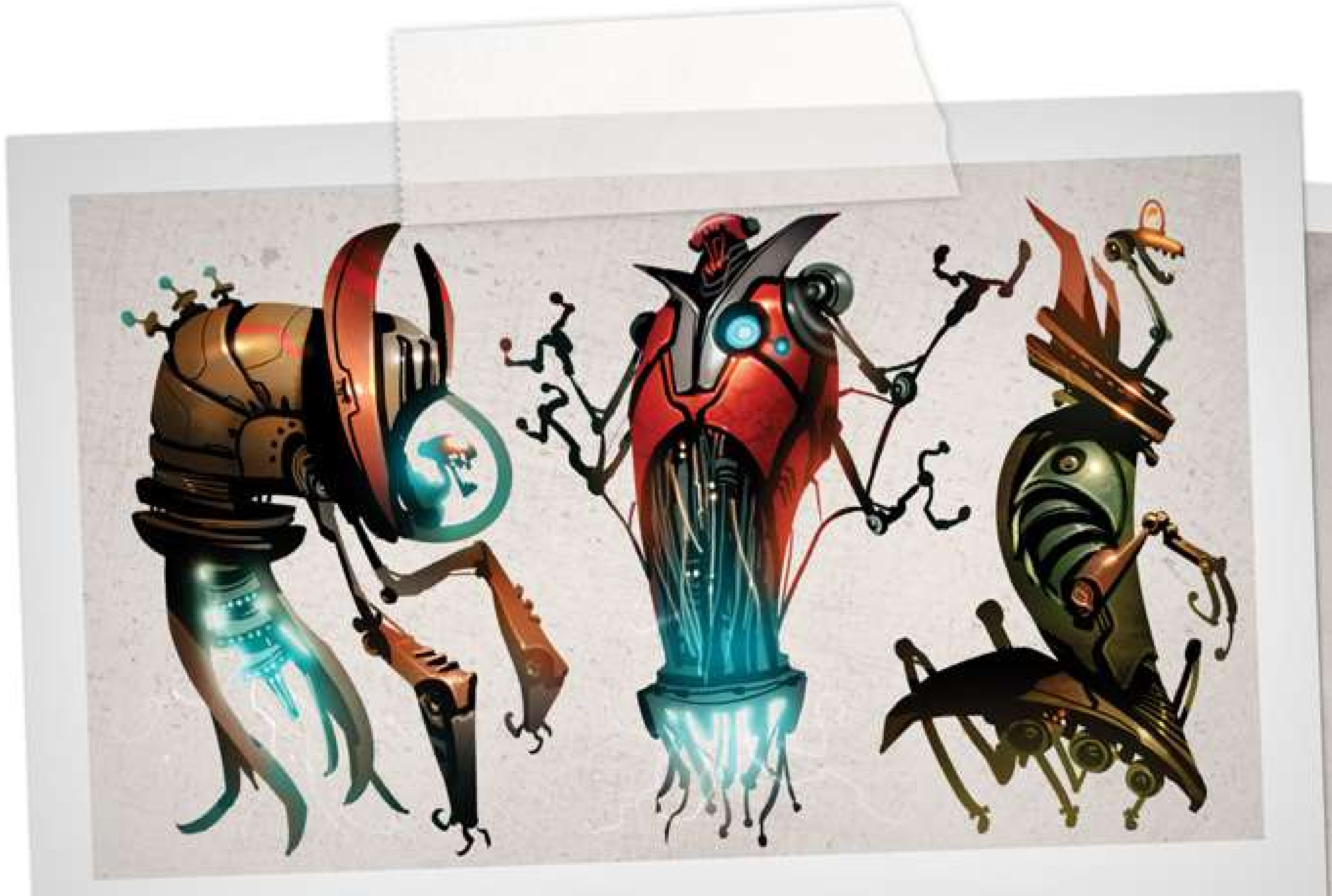


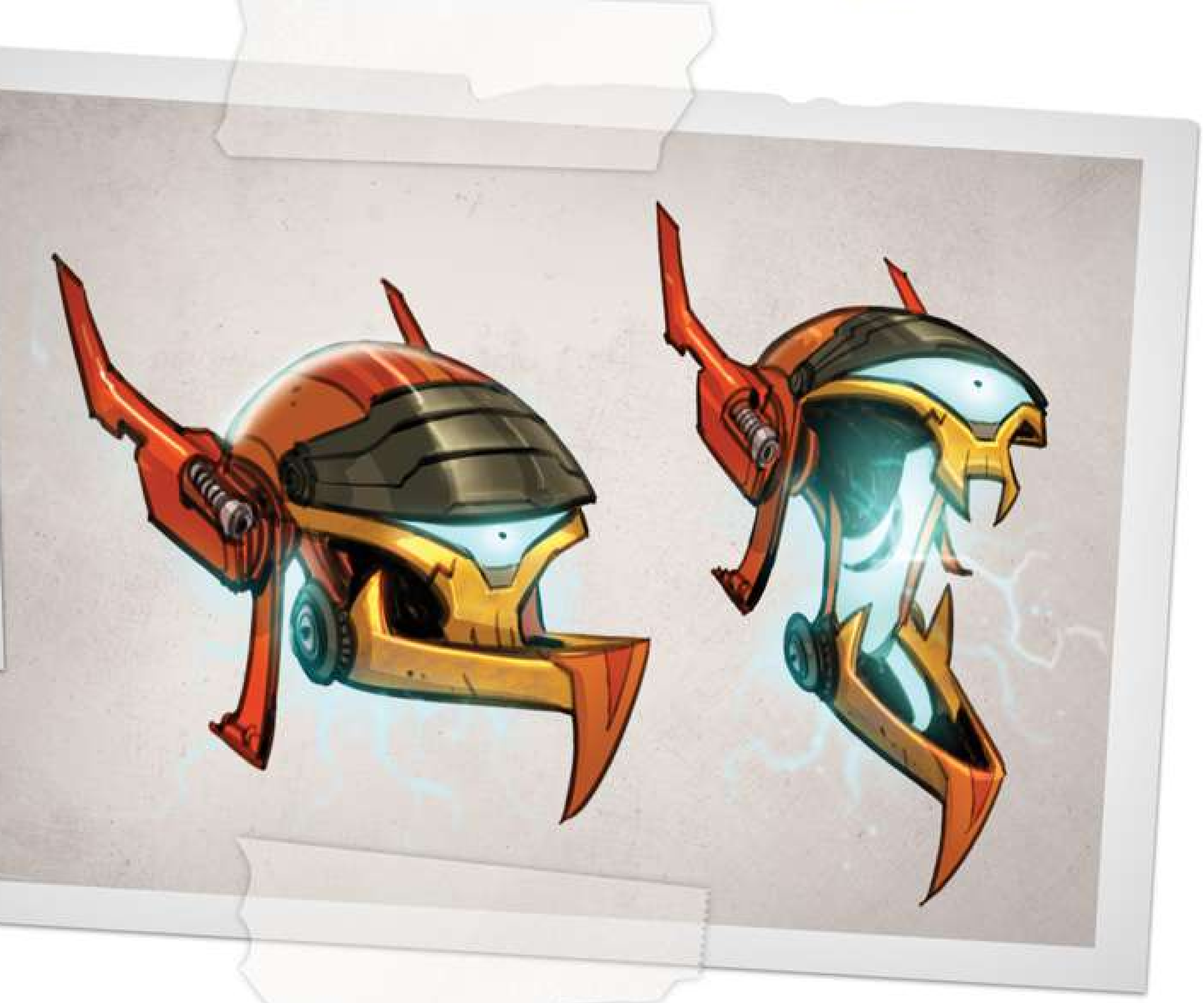




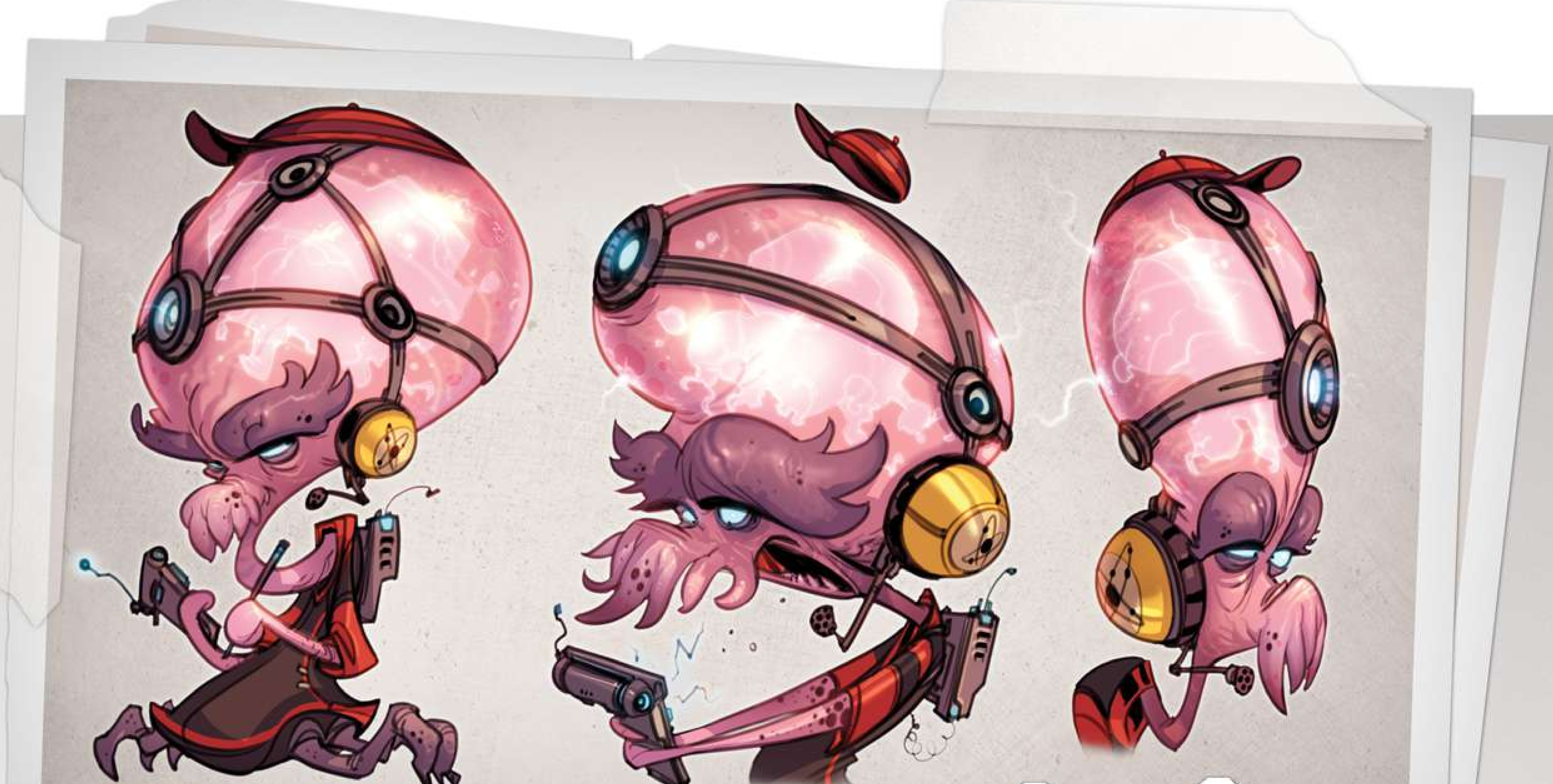
FONGOID EXPRESSIONS



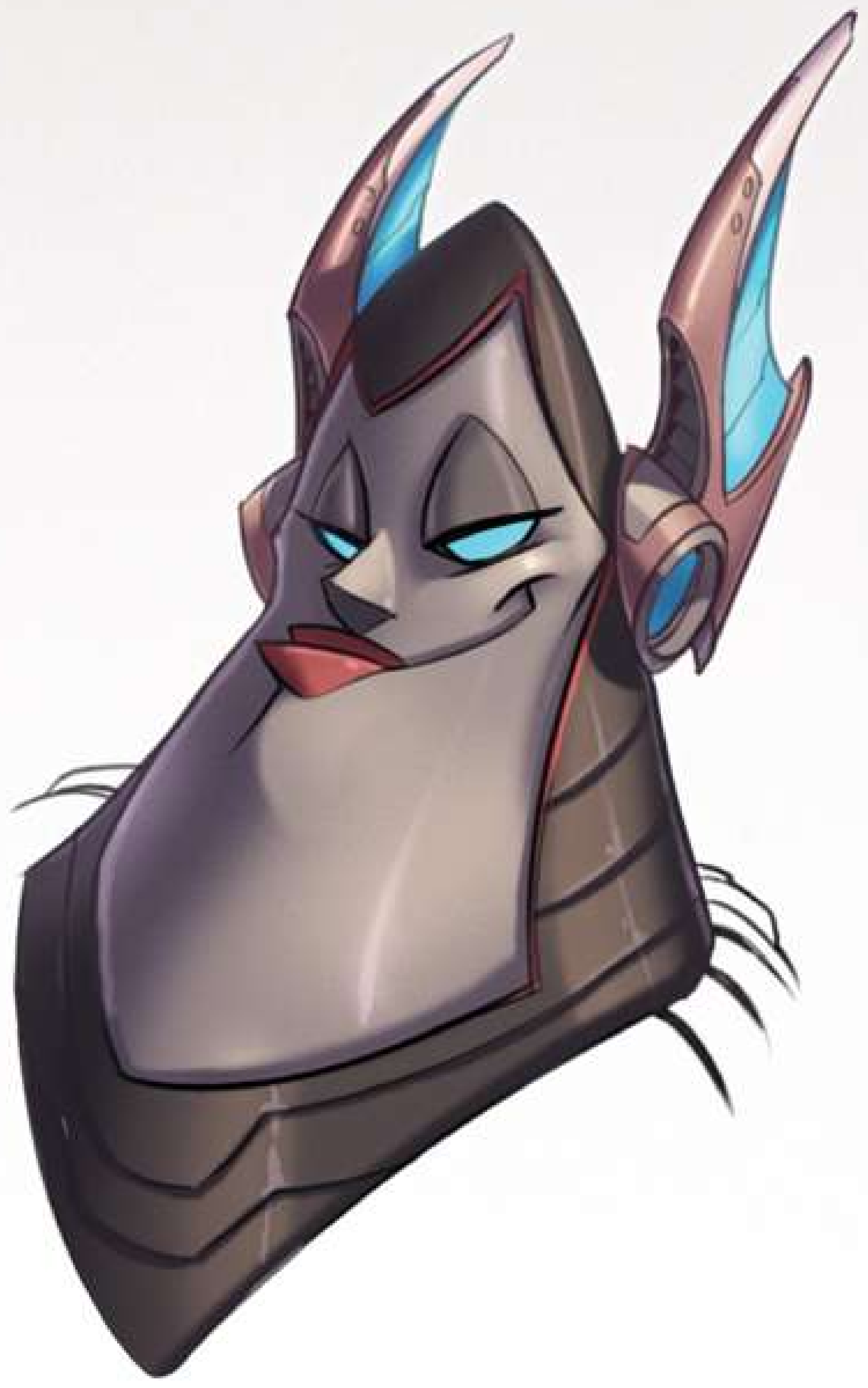


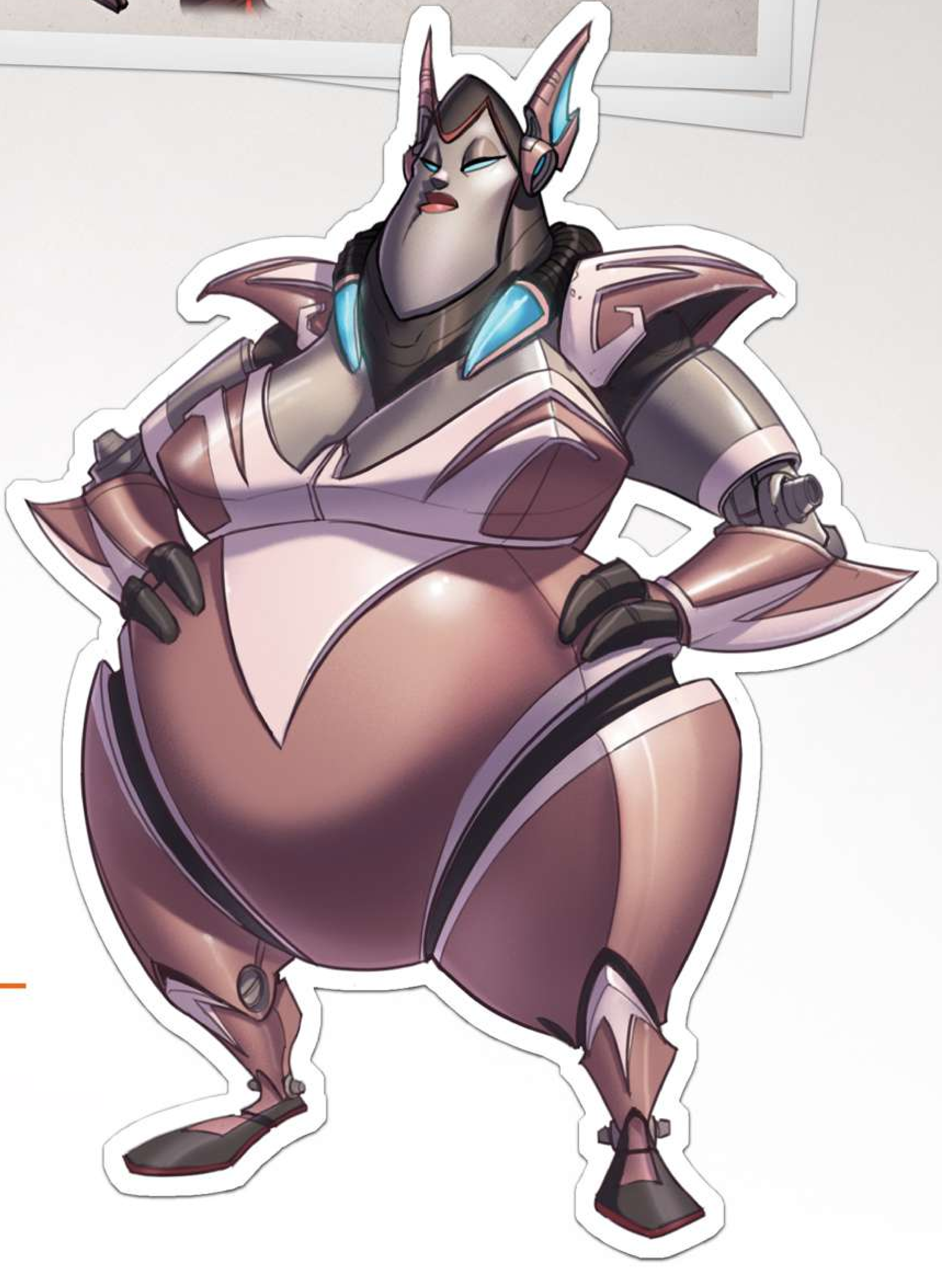


These are explorations and final concept designs for Vorselon, an optional boss in *A Crack in Time.*



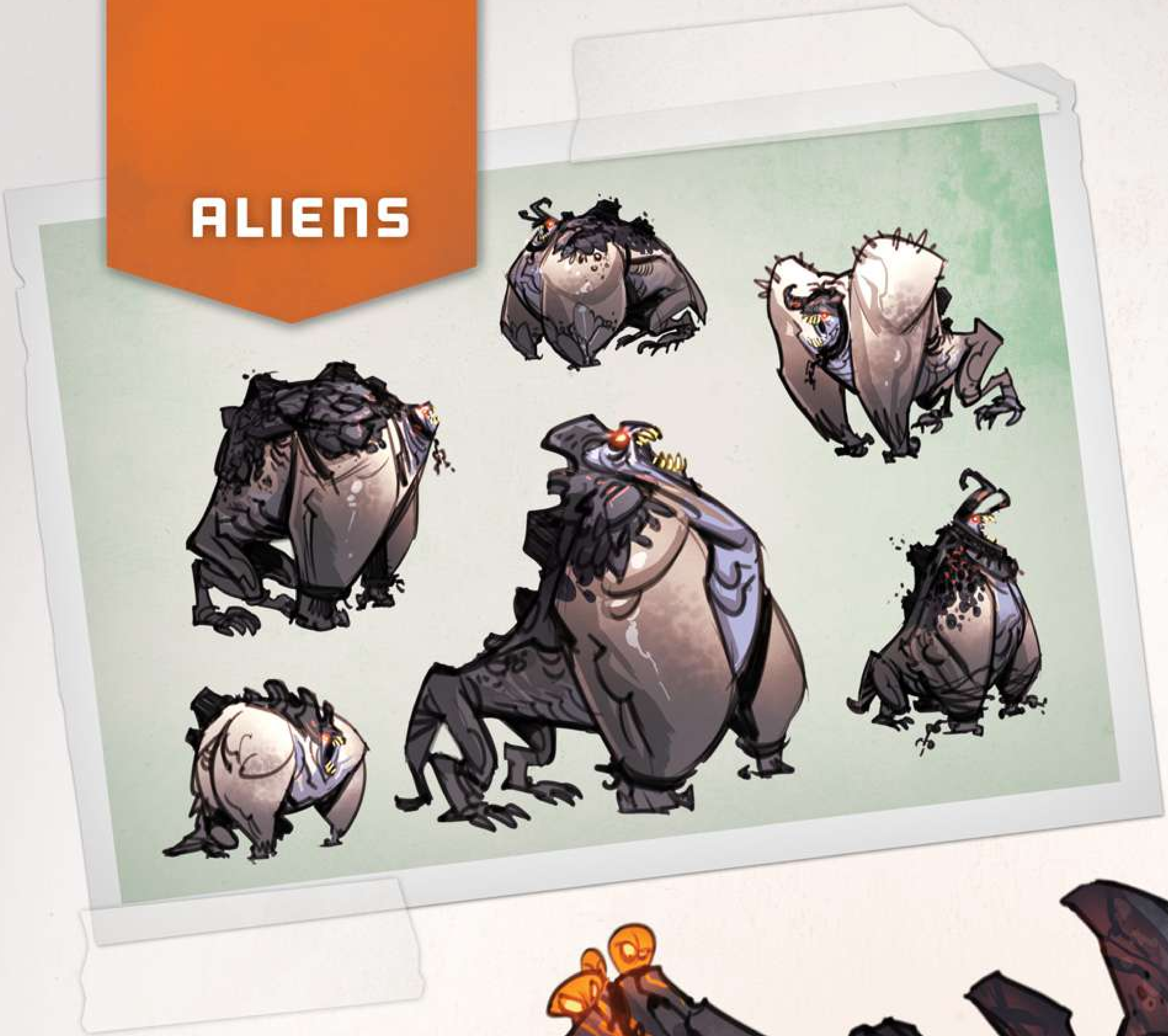
TERACHNOIDS

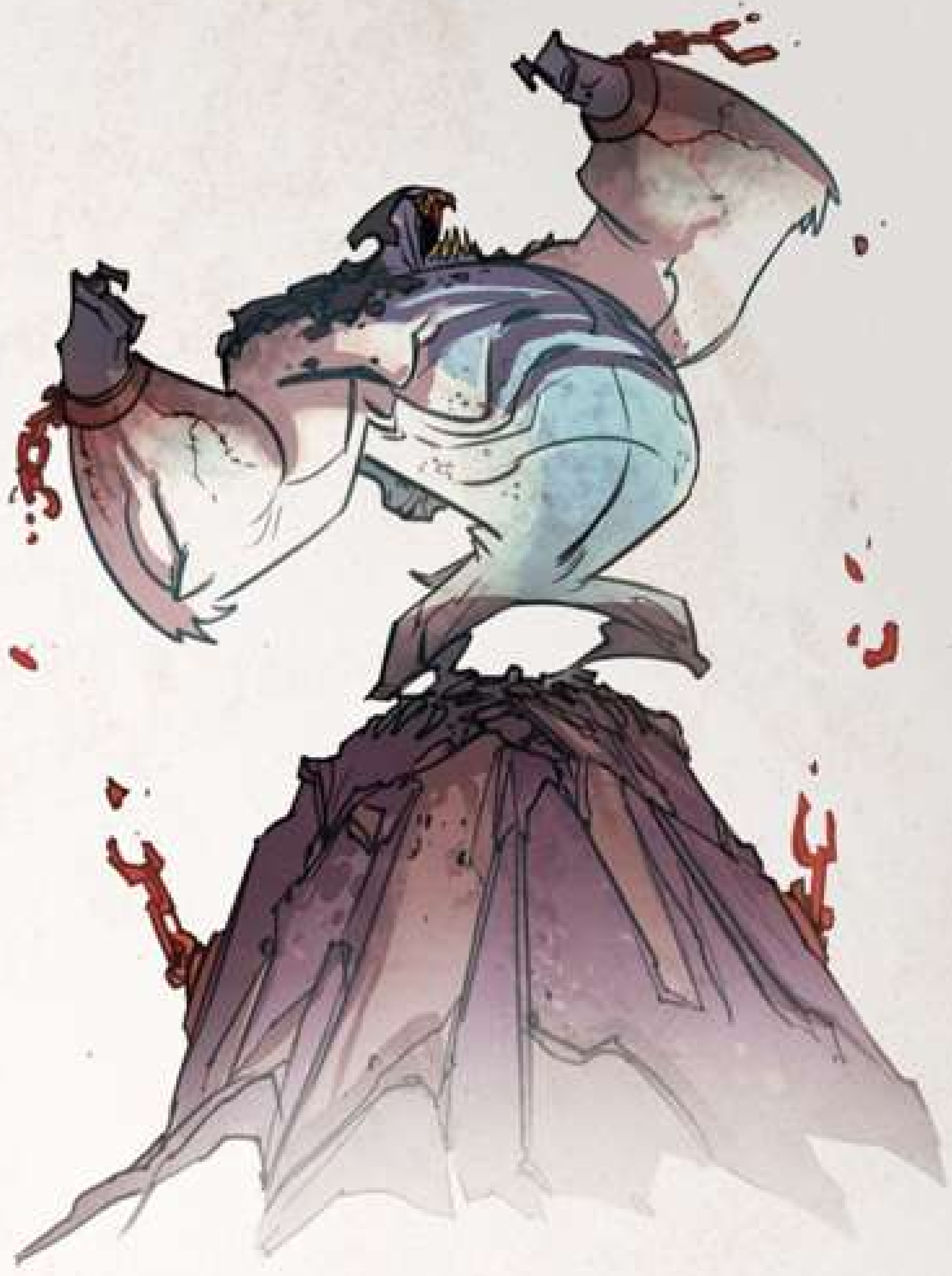


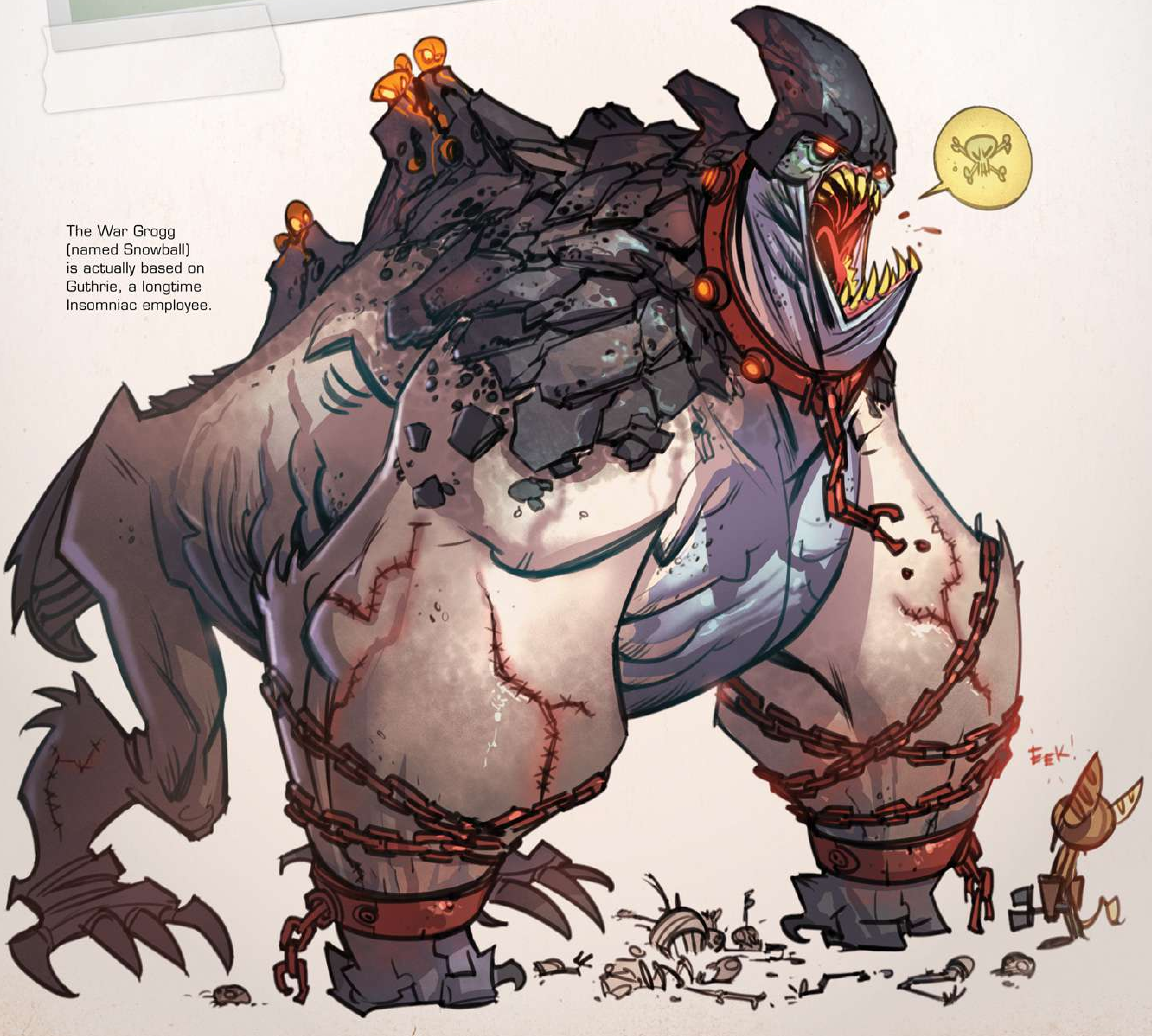


TERACHNOIDS AND VALKYRIES

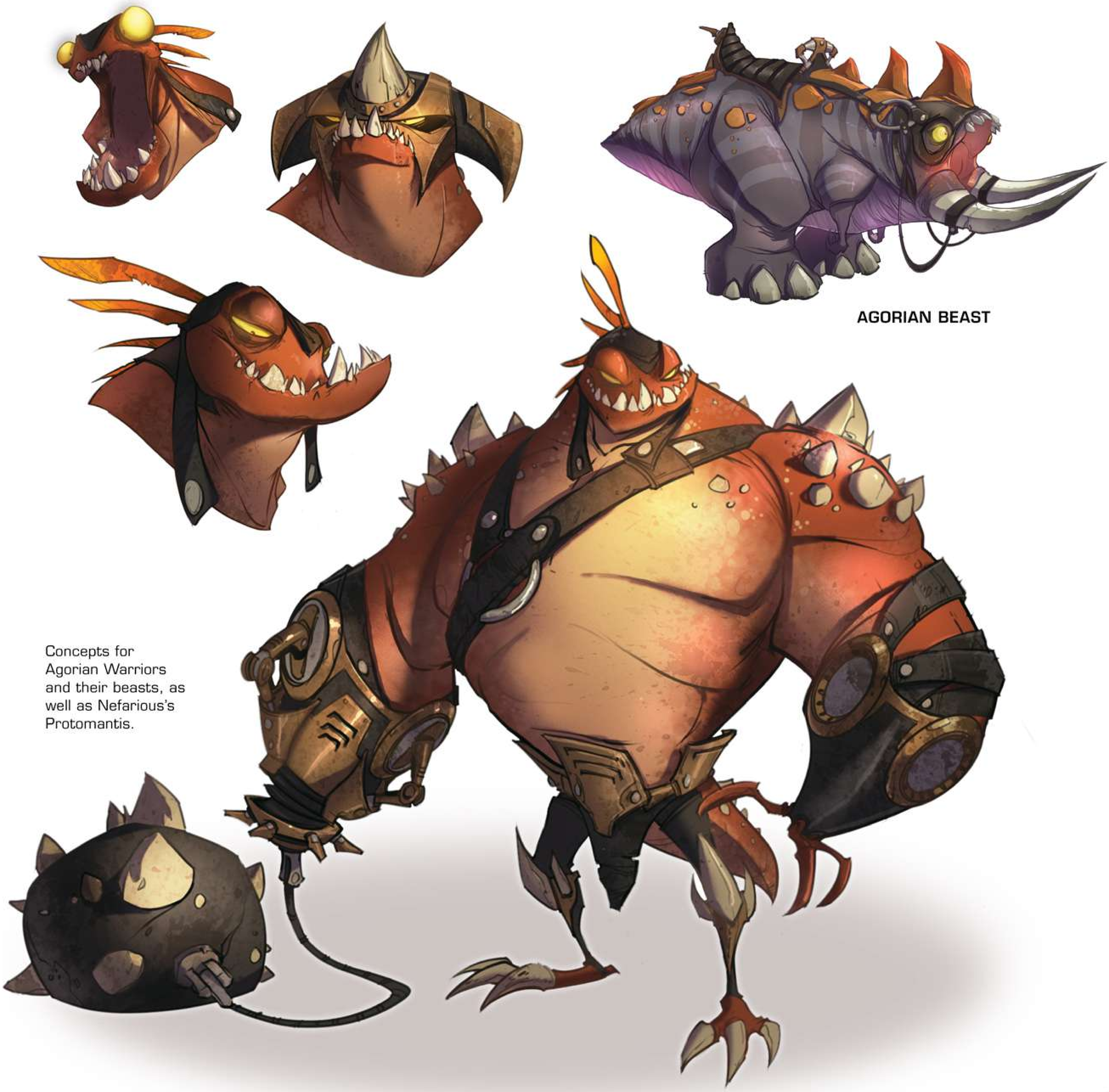
The intelligent supportive Terachnoids contrast highly with the robotic female Valkyries, that allowed us to explore Helga's species and organization.



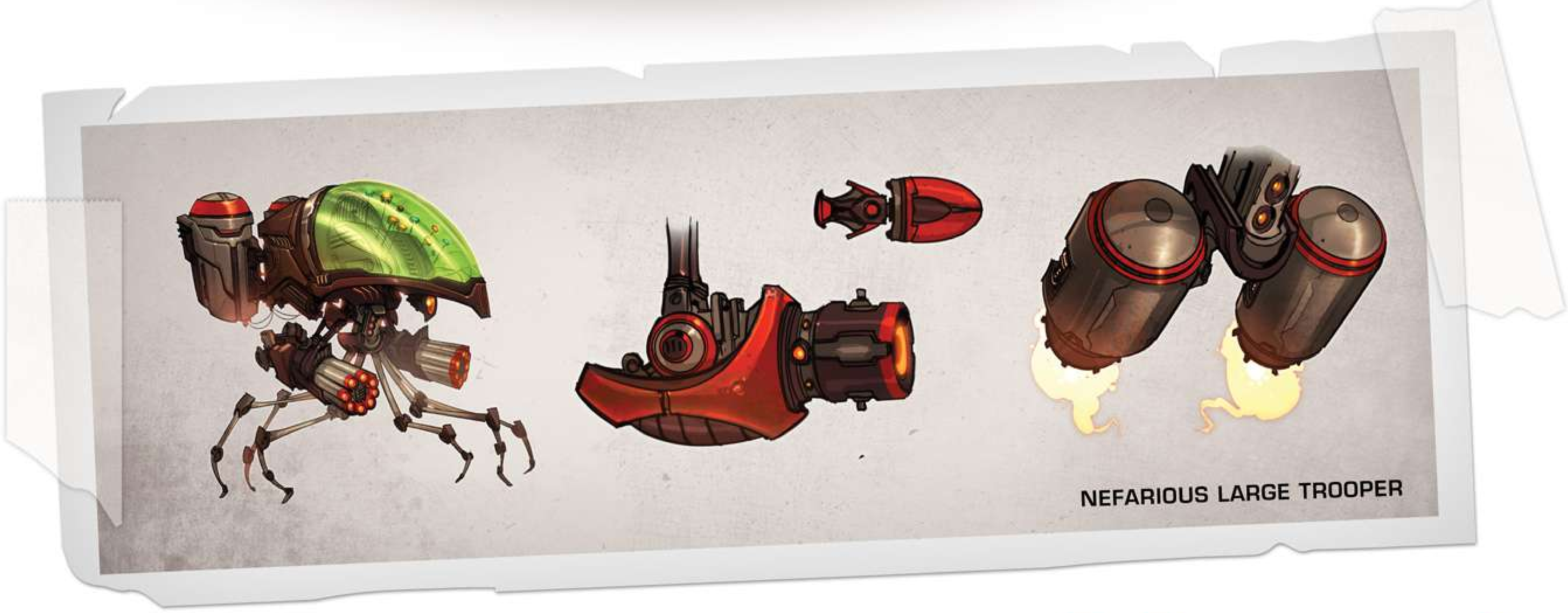


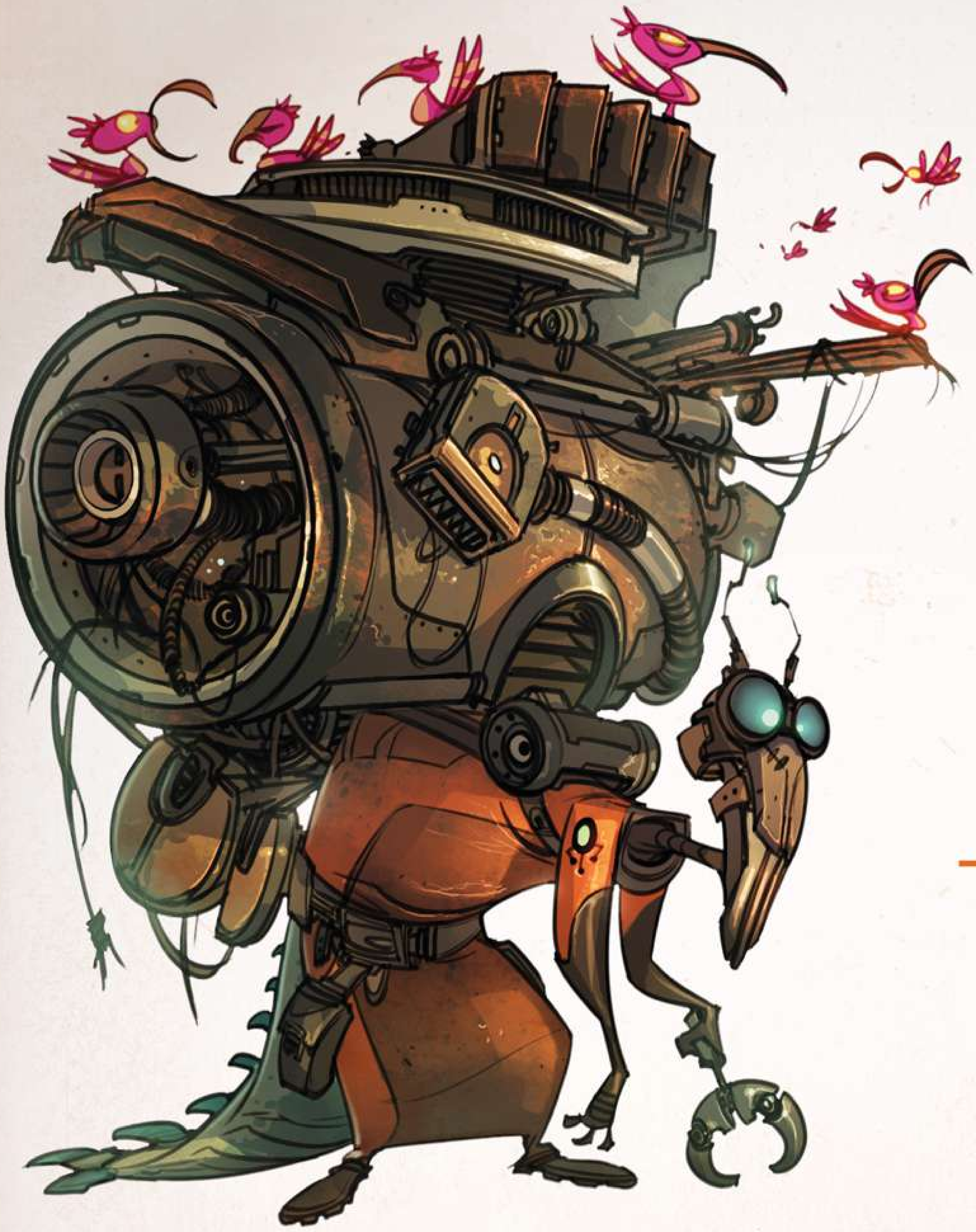


The War Grogg (named Snowball) is actually based on Guthrie, a longtime Insomniac employee.

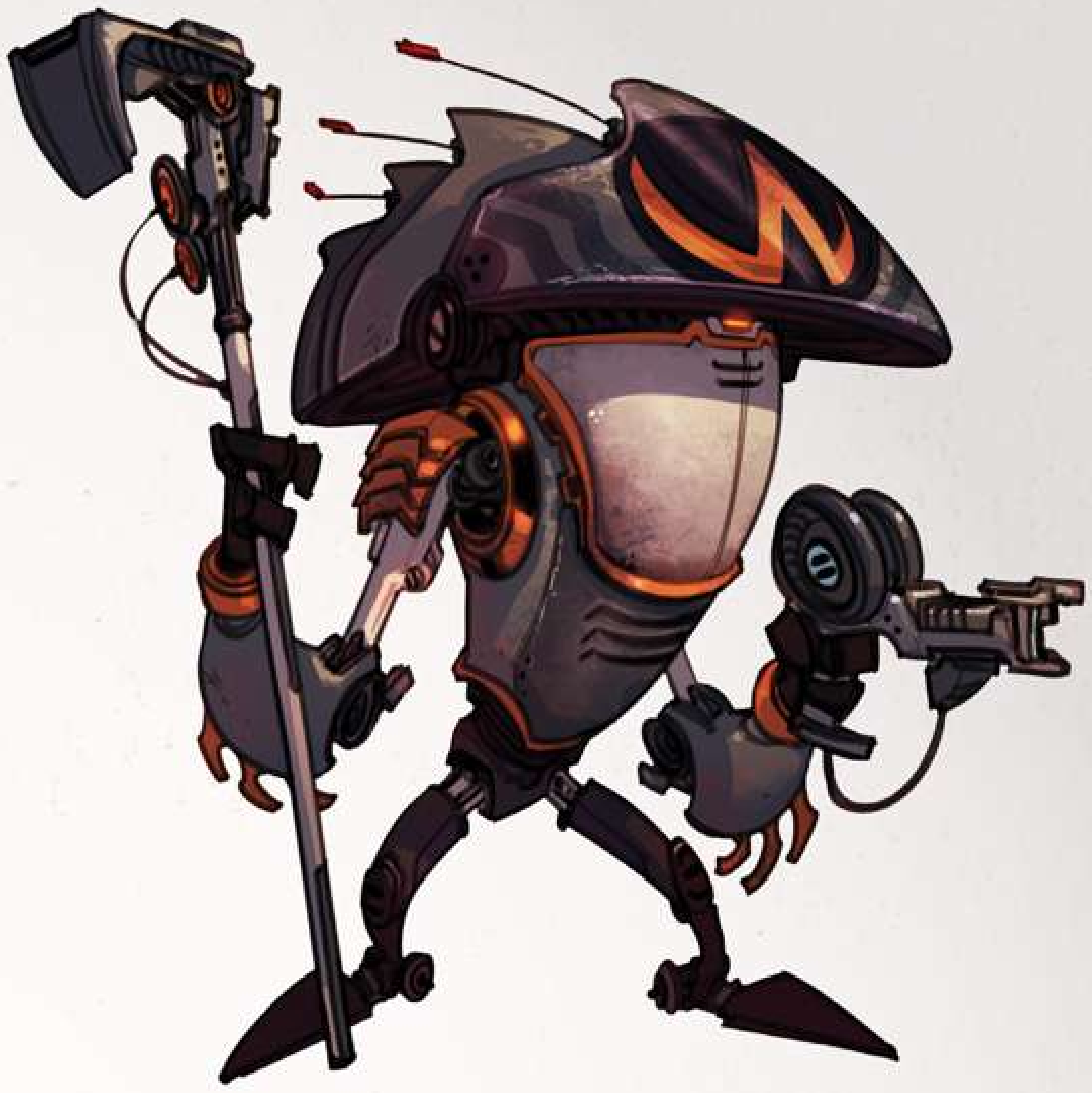

AGORIAN BEAST

Concepts for Agorian Warriors and their beasts, as well as Nefarious's Protomantis.


NEFARIOUS LARGE TROOPER

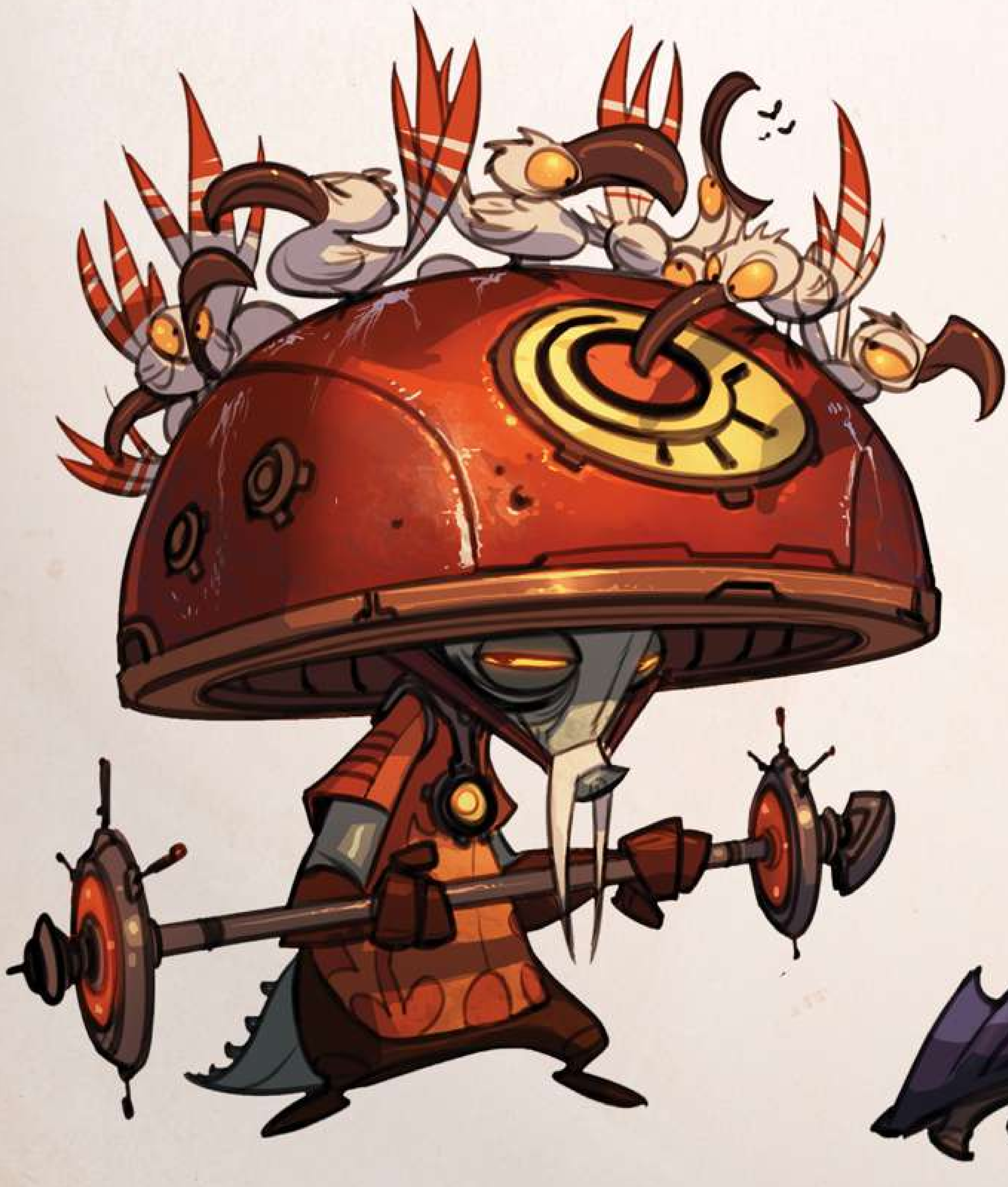


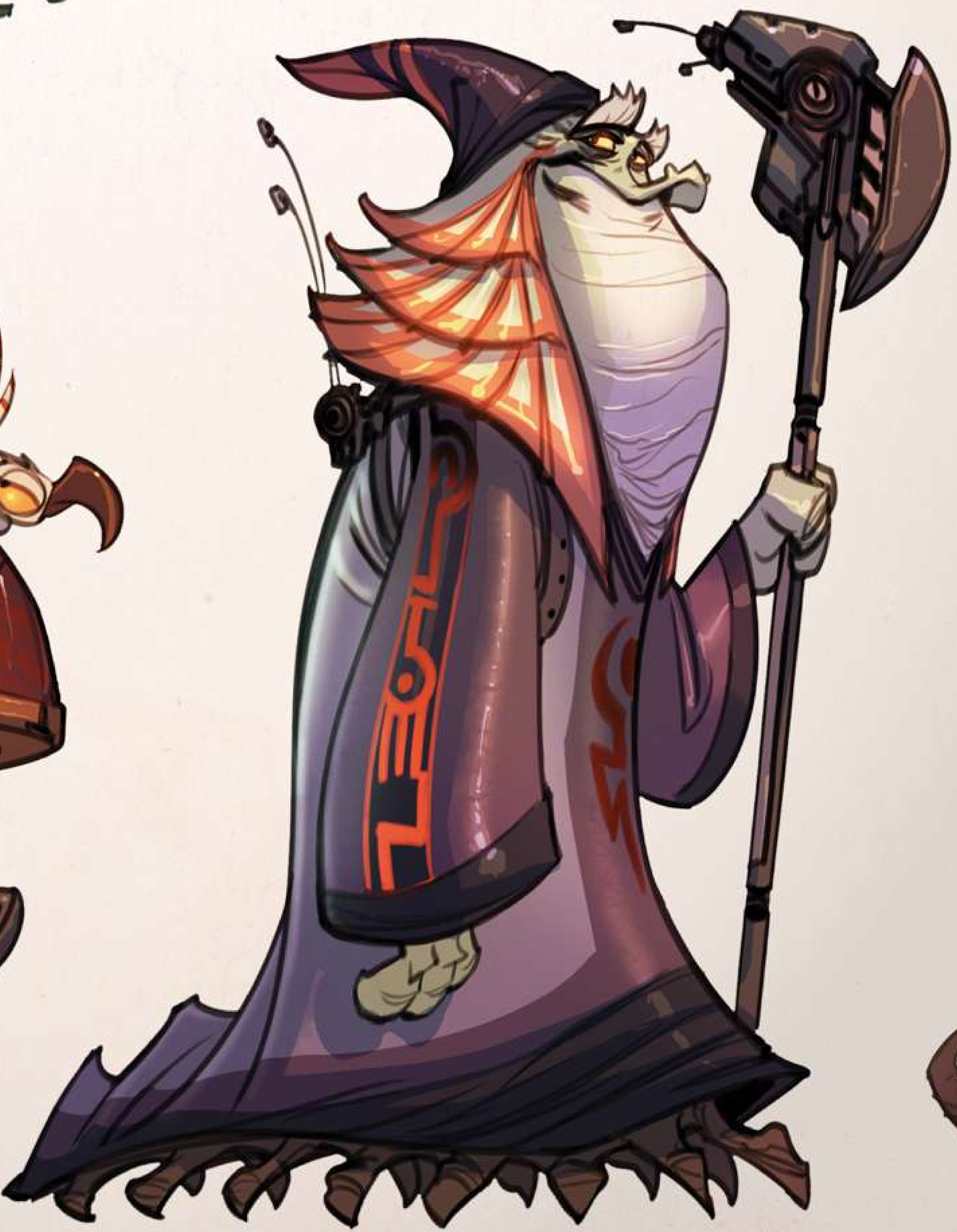
JUNK TRADER

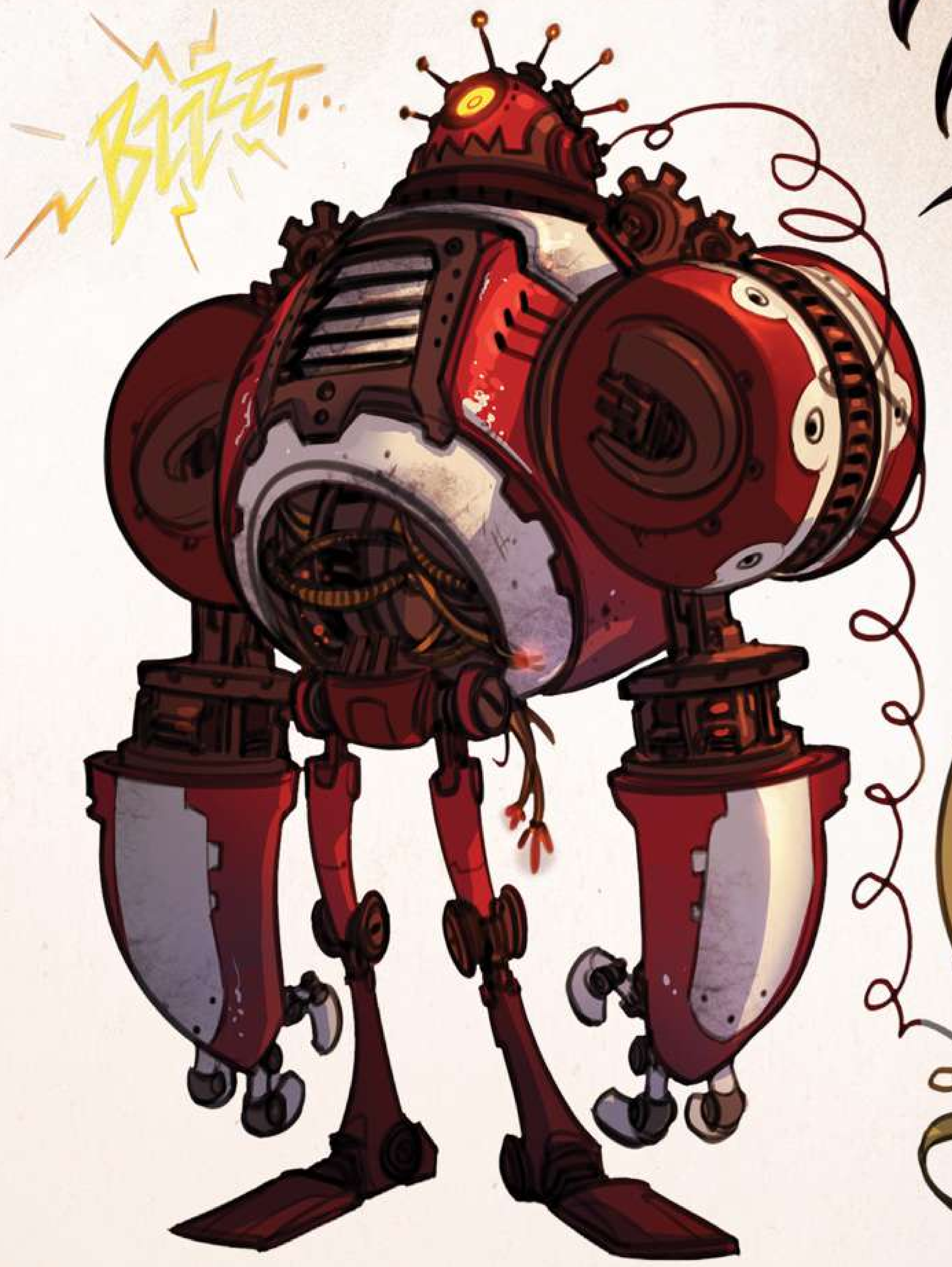


ALIEN EXPLORATION

Creature explorations for *A Crack in Time* were particularly inspired, with unexpected mechanical elements, crazy shape contrast, and big thick-to-thin transitions.






BZZZT...

2011–2013

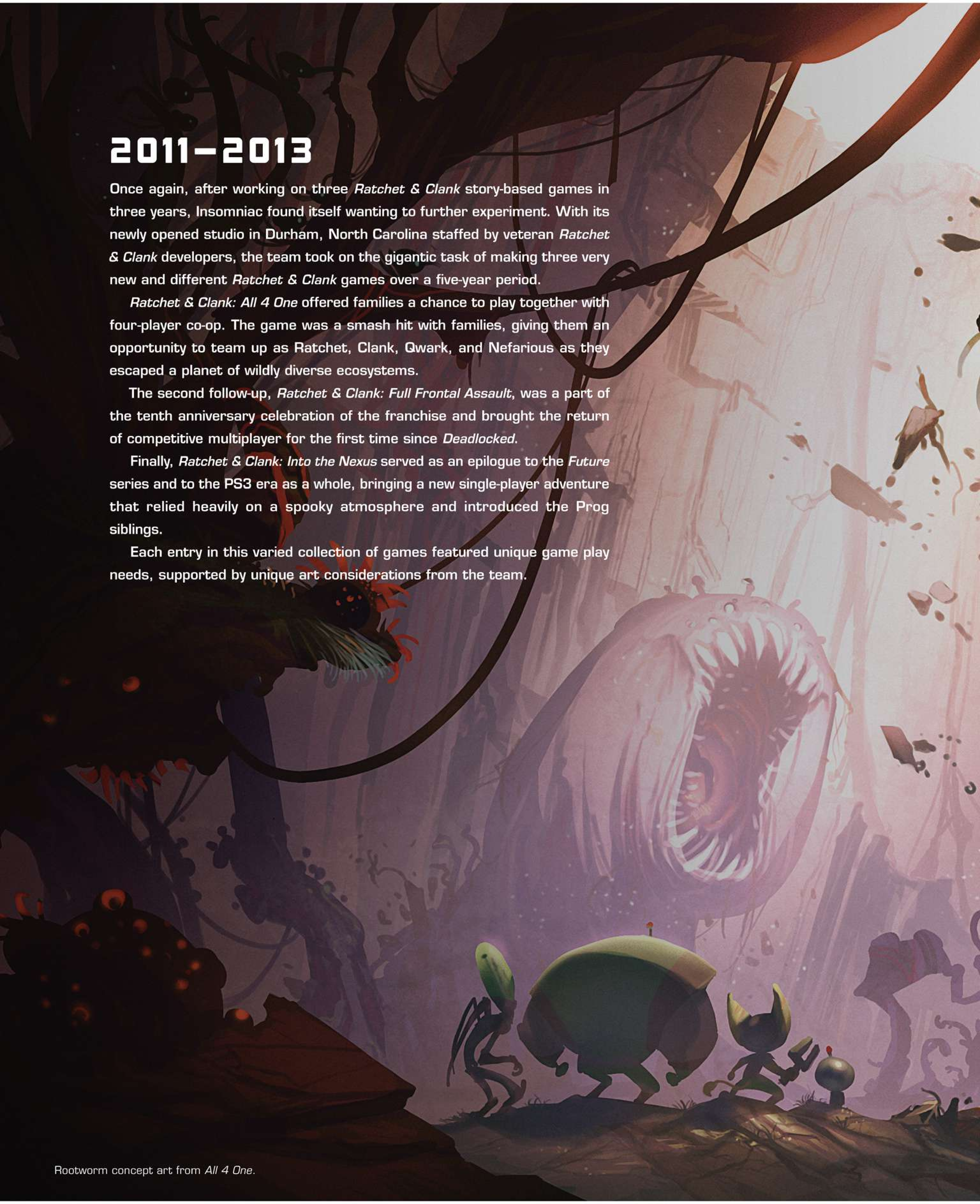
Once again, after working on three *Ratchet & Clank* story-based games in three years, Insomniac found itself wanting to further experiment. With its newly opened studio in Durham, North Carolina staffed by veteran *Ratchet & Clank* developers, the team took on the gigantic task of making three very new and different *Ratchet & Clank* games over a five-year period.

Ratchet & Clank: All 4 One offered families a chance to play together with four-player co-op. The game was a smash hit with families, giving them an opportunity to team up as Ratchet, Clank, Qwark, and Nefarious as they escaped a planet of wildly diverse ecosystems.

The second follow-up, *Ratchet & Clank: Full Frontal Assault*, was a part of the tenth anniversary celebration of the franchise and brought the return of competitive multiplayer for the first time since *Deadlocked*.

Finally, *Ratchet & Clank: Into the Nexus* served as an epilogue to the *Future* series and to the PS3 era as a whole, bringing a new single-player adventure that relied heavily on a spooky atmosphere and introduced the Prog siblings.

Each entry in this varied collection of games featured unique game play needs, supported by unique art considerations from the team.



Rootworm concept art from *All 4 One*.

PS3 ERA

RATCHET & CLANK ALL 4 ONE

PS3
PlayStation.Network
Only On PlayStation.
RATCHET & CLANK ALL 4 ONE
EVERYONE
E
CONTENT RATED BY ESRB
INSOMNIAC GAMES
3D Compatible Game
SONY

Ratchet & Clank: All 4 One marked a game of experimentation—an entire *Ratchet & Clank* adventure playable by four players. Ratchet, Clank, Qwark, and Nefarious are captured by the Ephemeris. This collector takes all of the galaxy's most dangerous creatures and stores them on planet Magnus. The group must unite to escape planet Magnus and the Creature Collector.

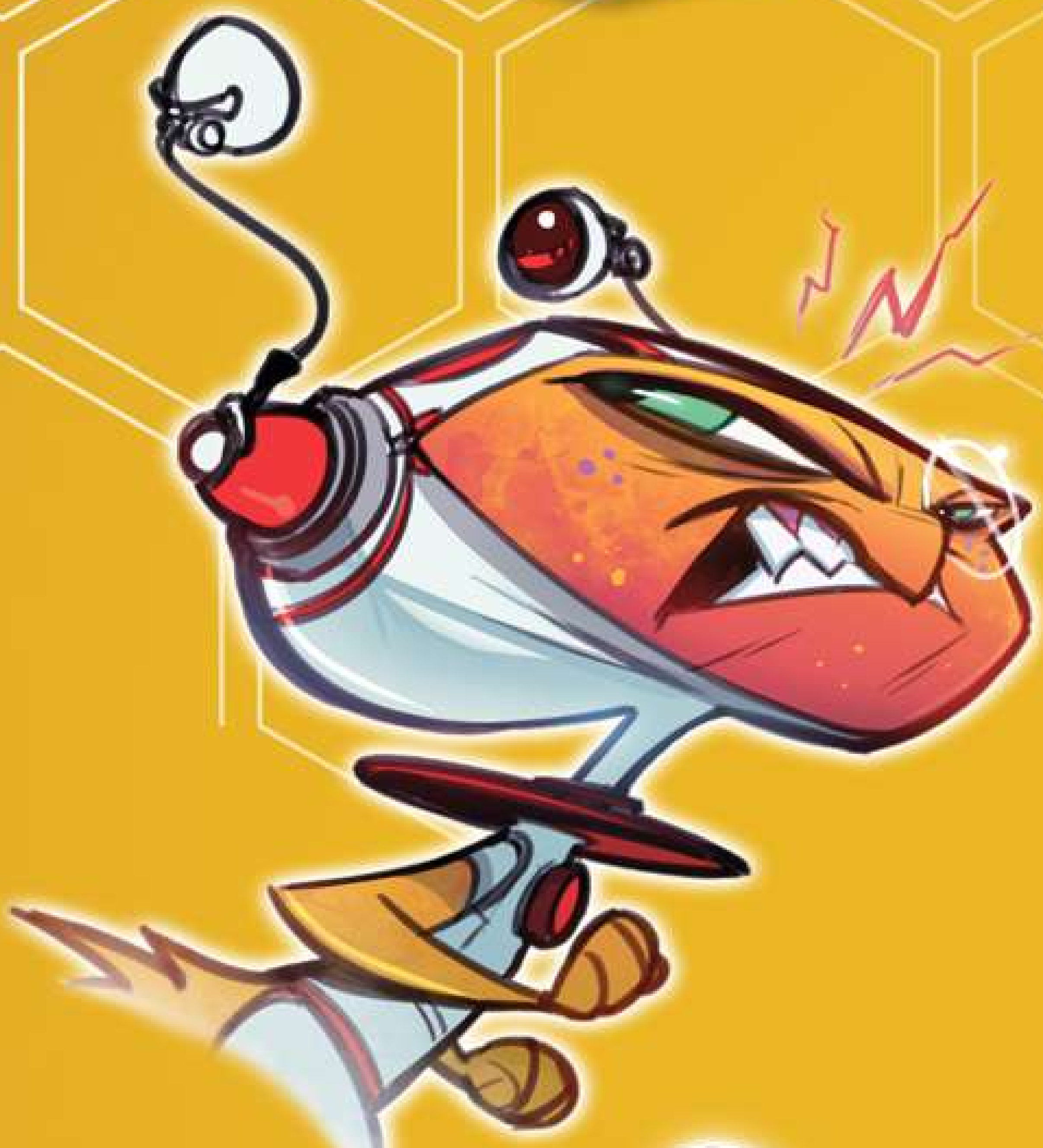
All 4 One uses a different game play camera than the other *Ratchet & Clank* games to keep all four players in view. Additionally, the shape and form of the main characters had to be adjusted to help players easily parse all of the action happening onscreen.

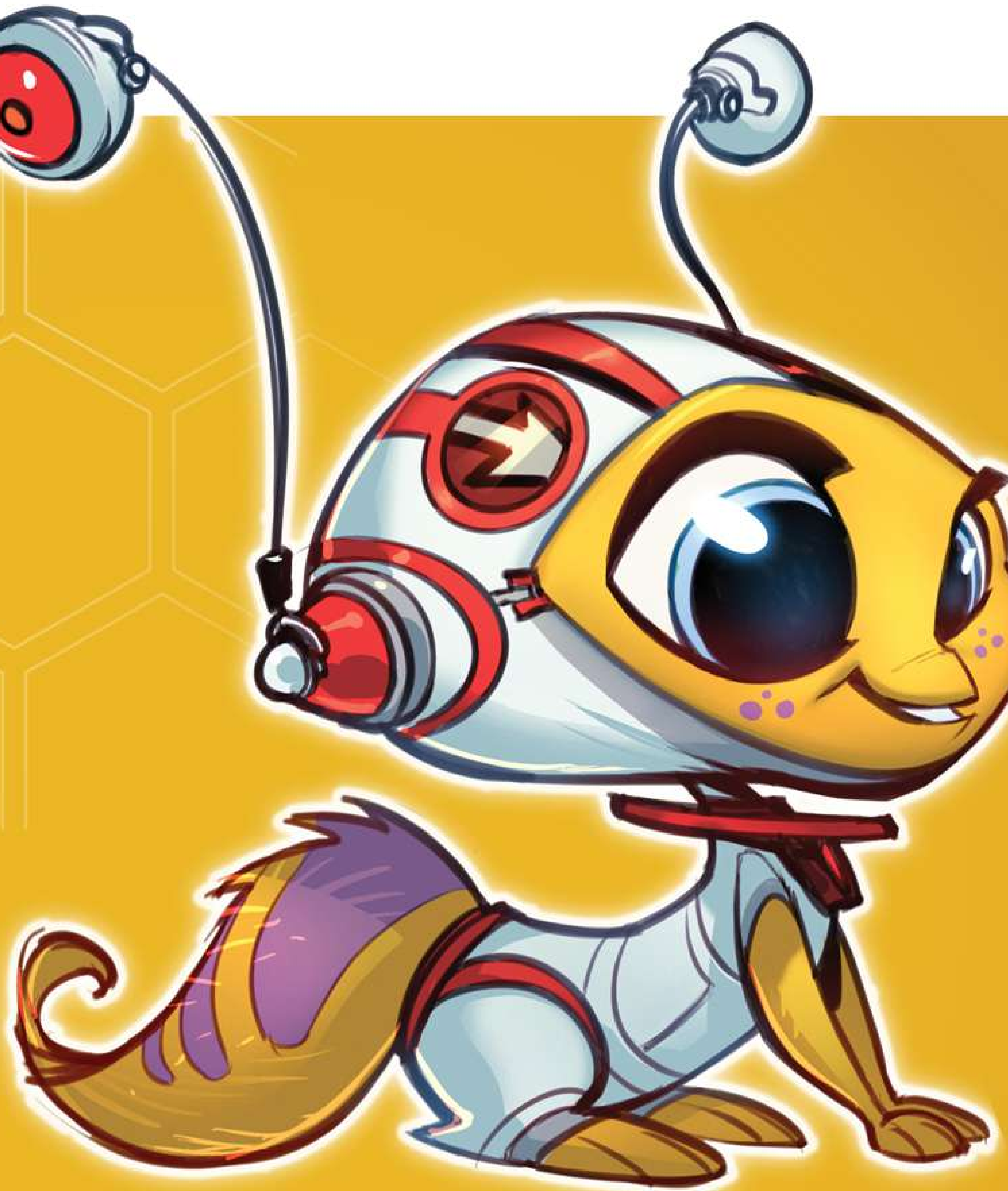
The new camera view brought with it a big advantage. For the first time, artists controlled the exact composition of screen elements in space. Consequently, the game has a sense of depth and focus—a unique degree of control for every frame. The concept images from this era show off expanded palettes, designed to take advantage of this new scheme.

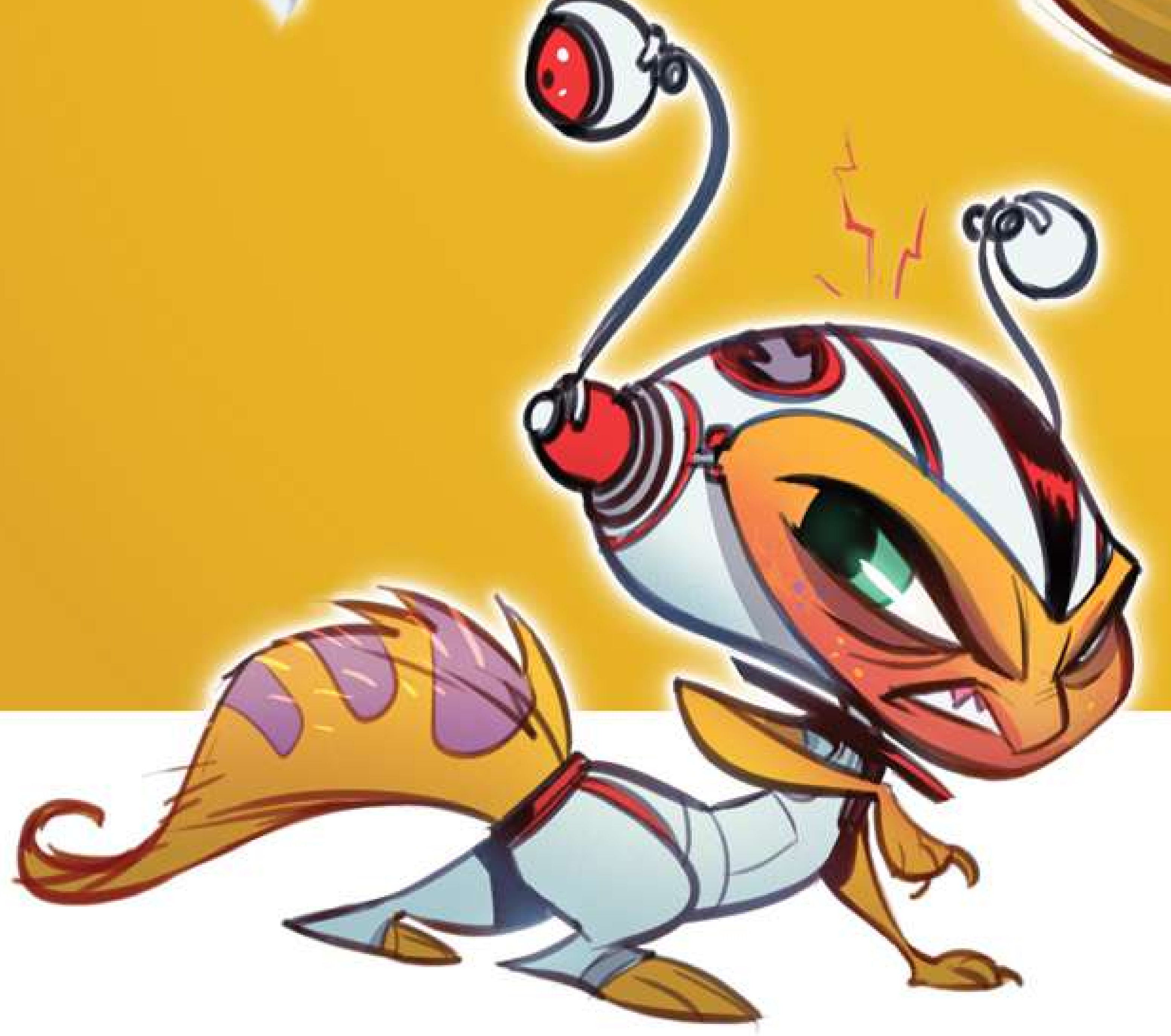
The bestiary of *All 4 One* is one of the largest and most varied in the entire series, with creatures from a range of planets across the universe discovered as players explore Planet Magnus. The fun, freewheeling quality of the creature designs reflects a team pushing to evolve the formula, to try something brand new.

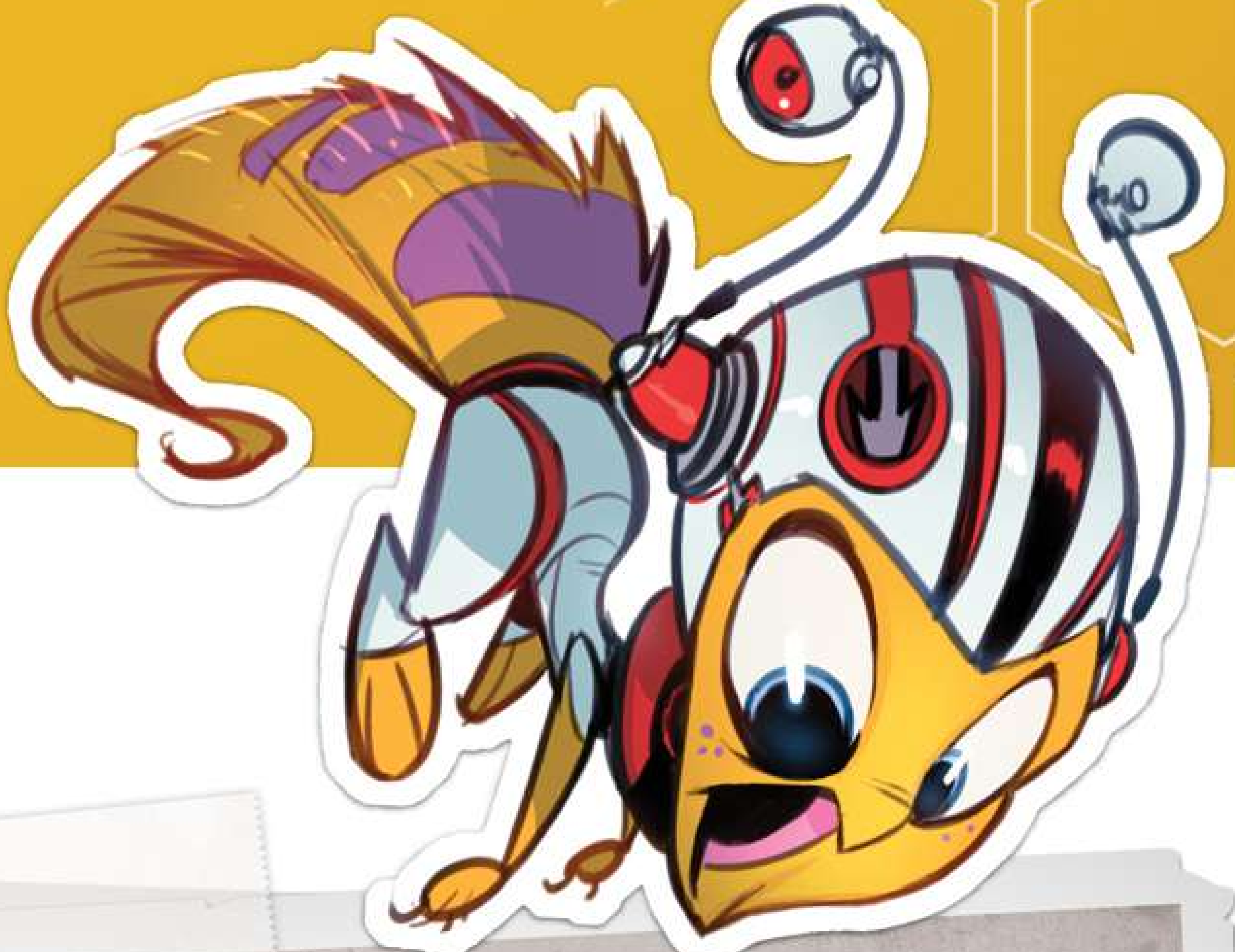
PS3 2011

MAIN CHARACTERS





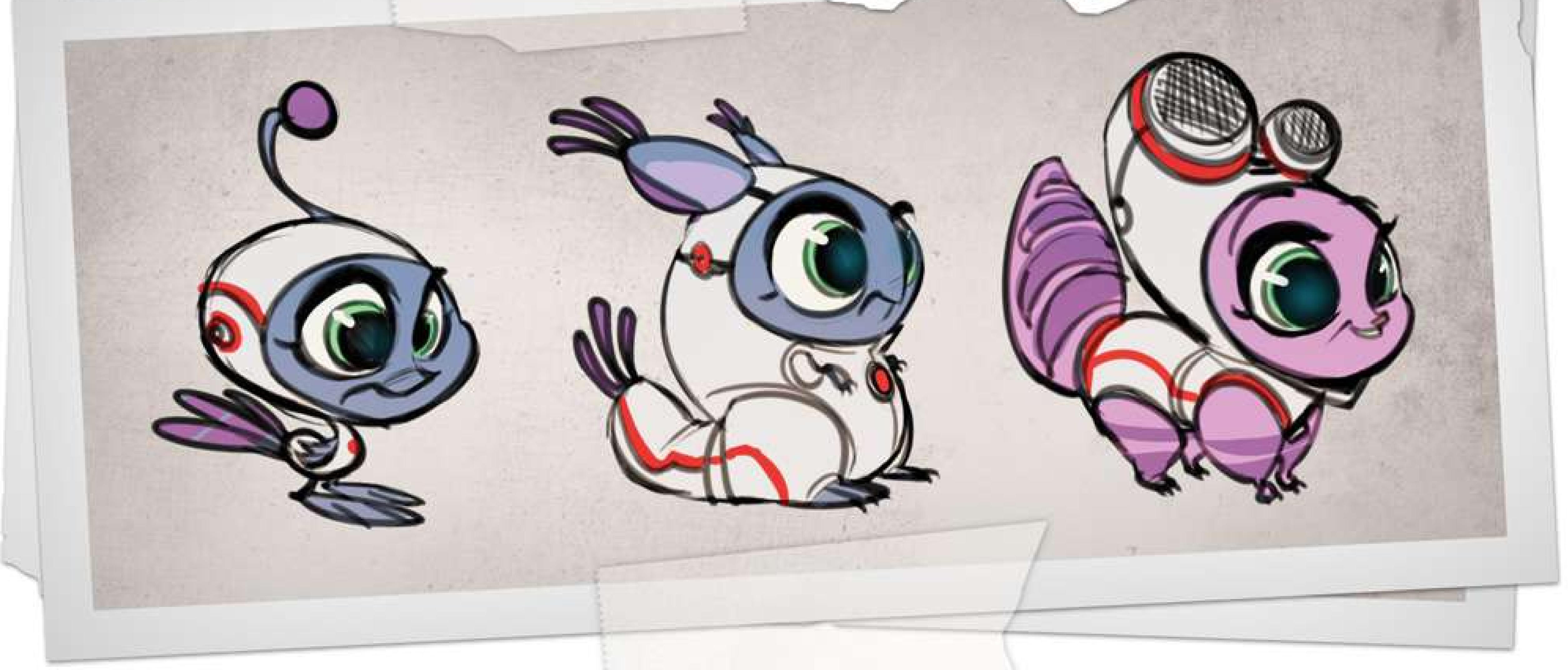


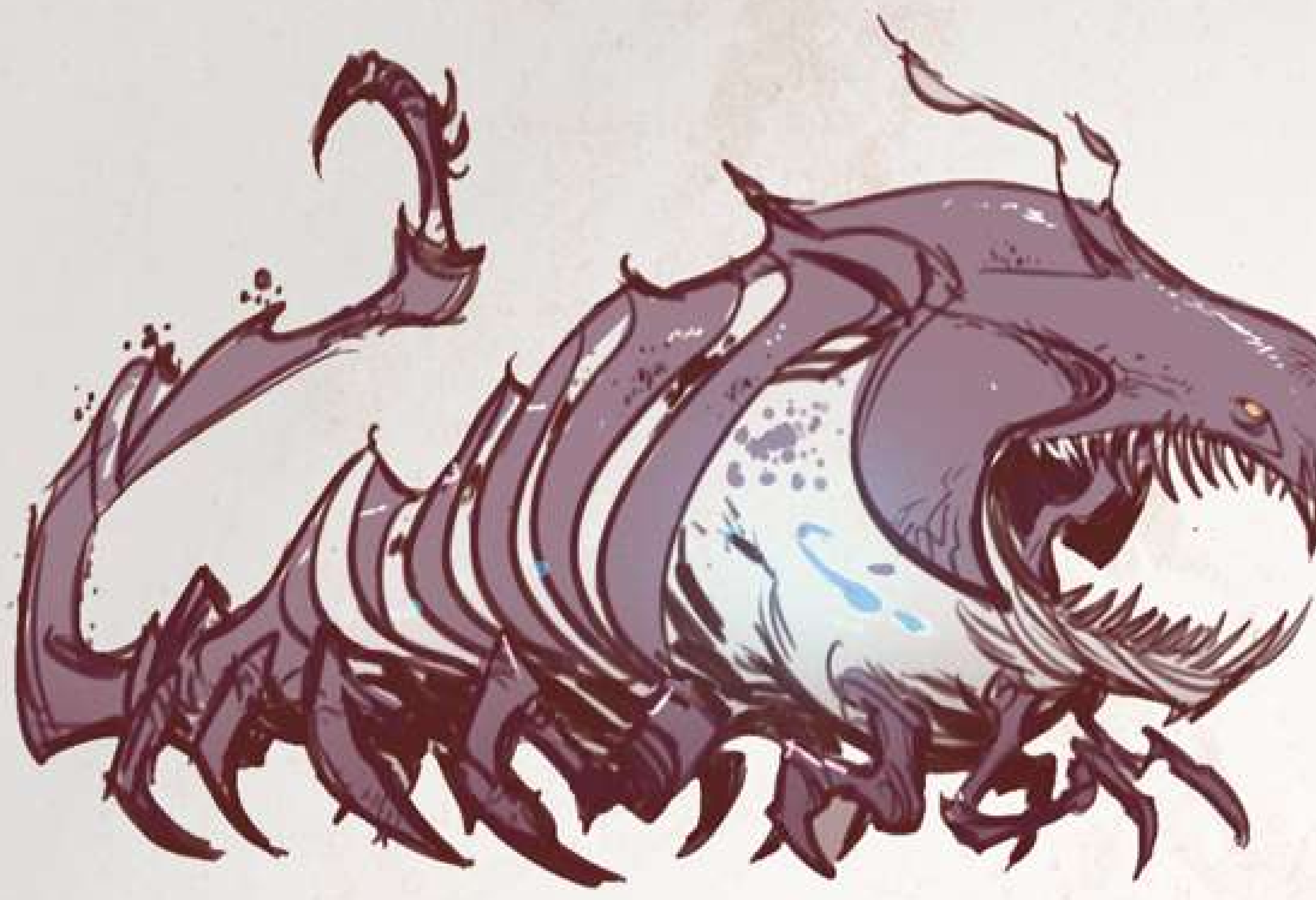


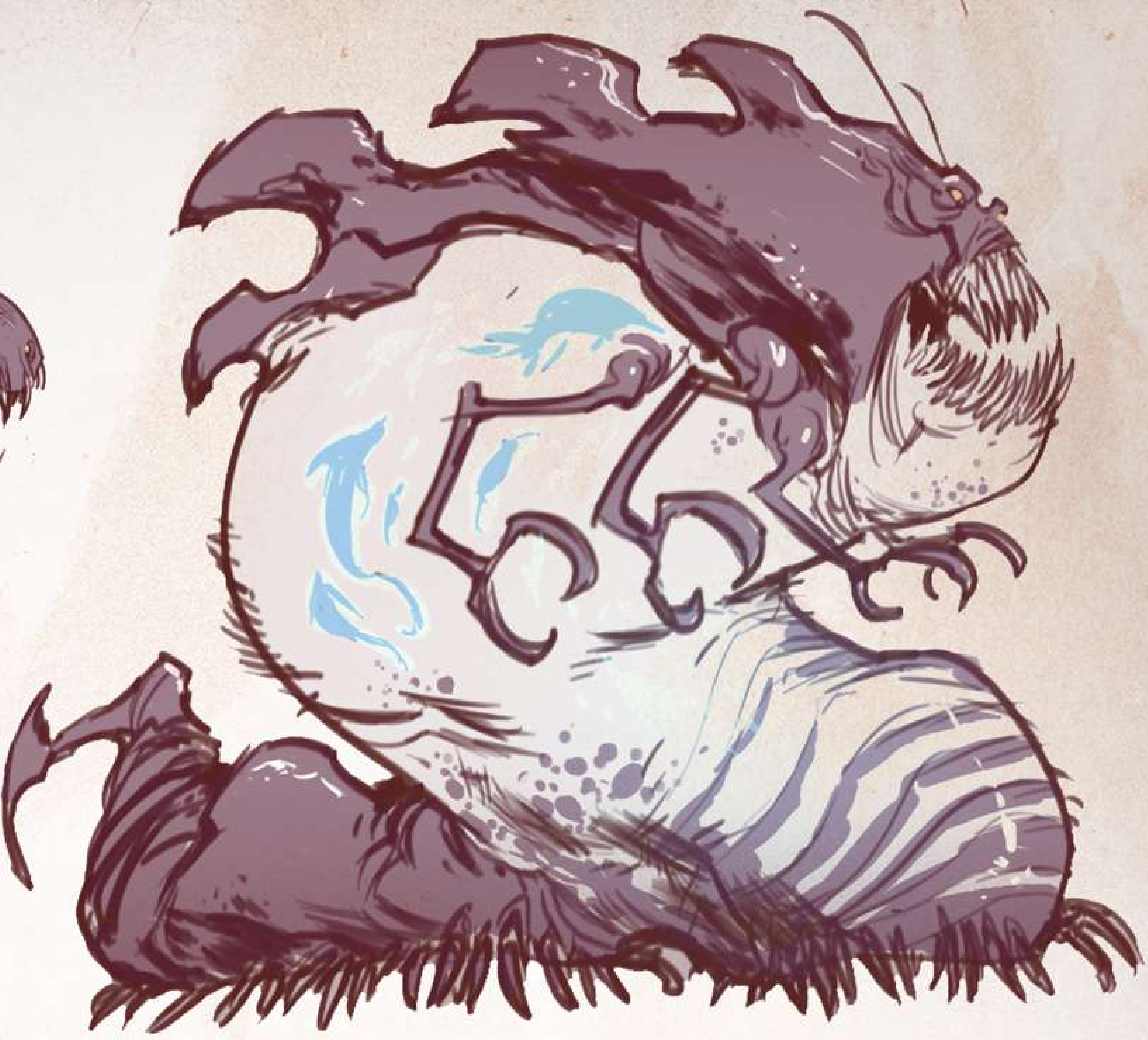
MR. DINKLES

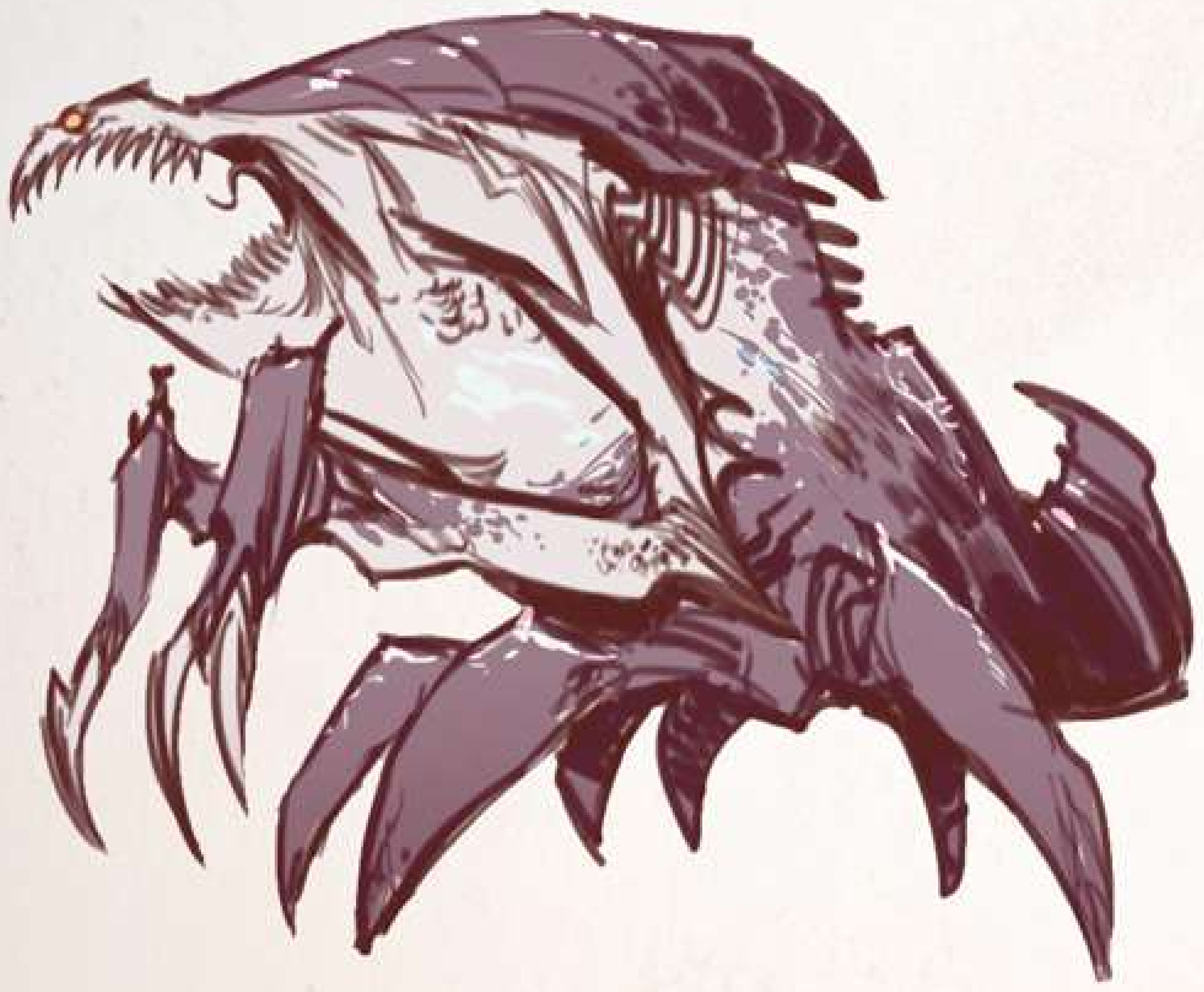
To sell his final villainous reveal (spoilers!), the design of Dr. Croid's beloved pet relied heavily on clean shapes and charming eyes.

From skinny to plump, explorations for Mr. Dinkles covered a broad range of shapes.

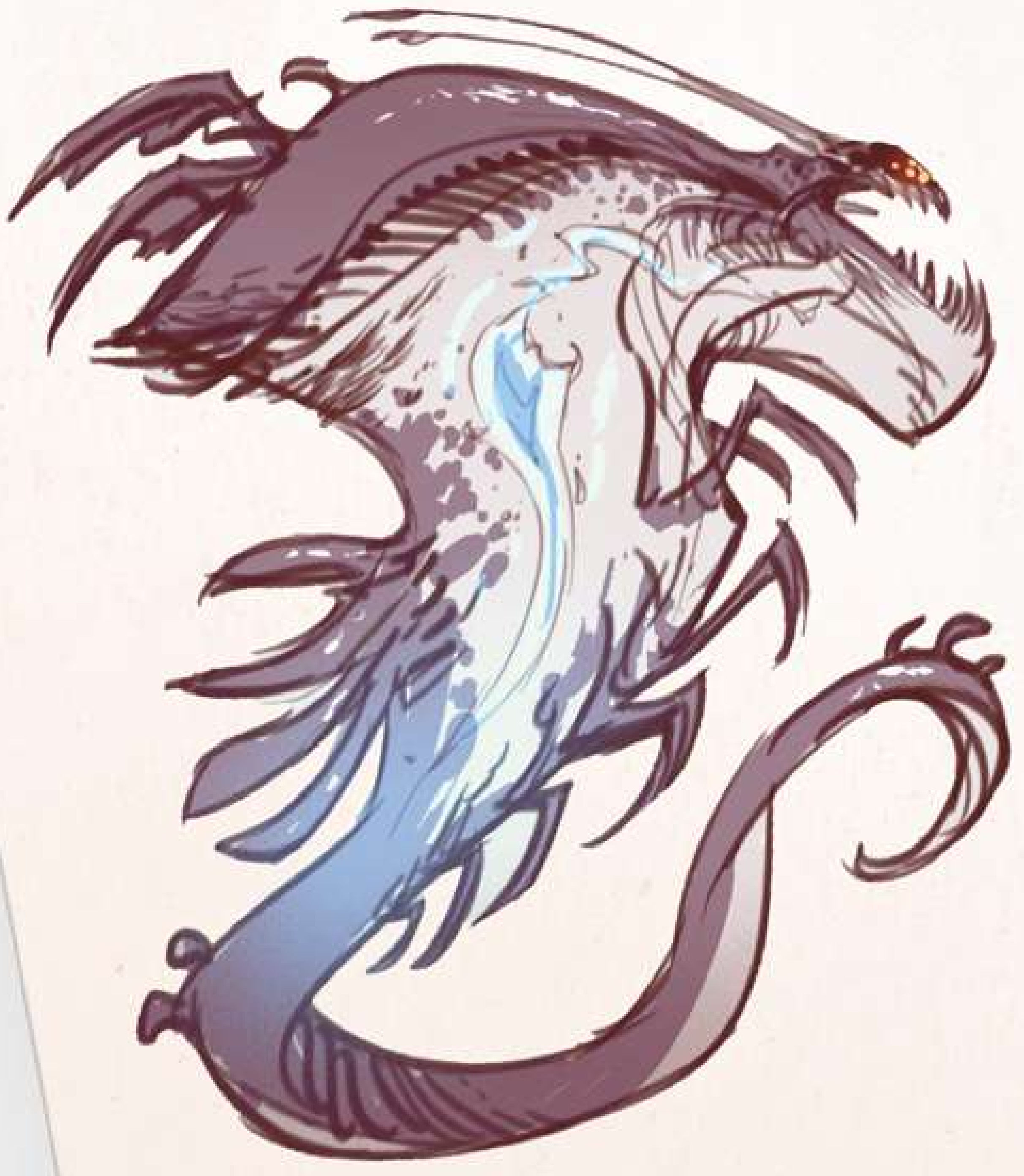


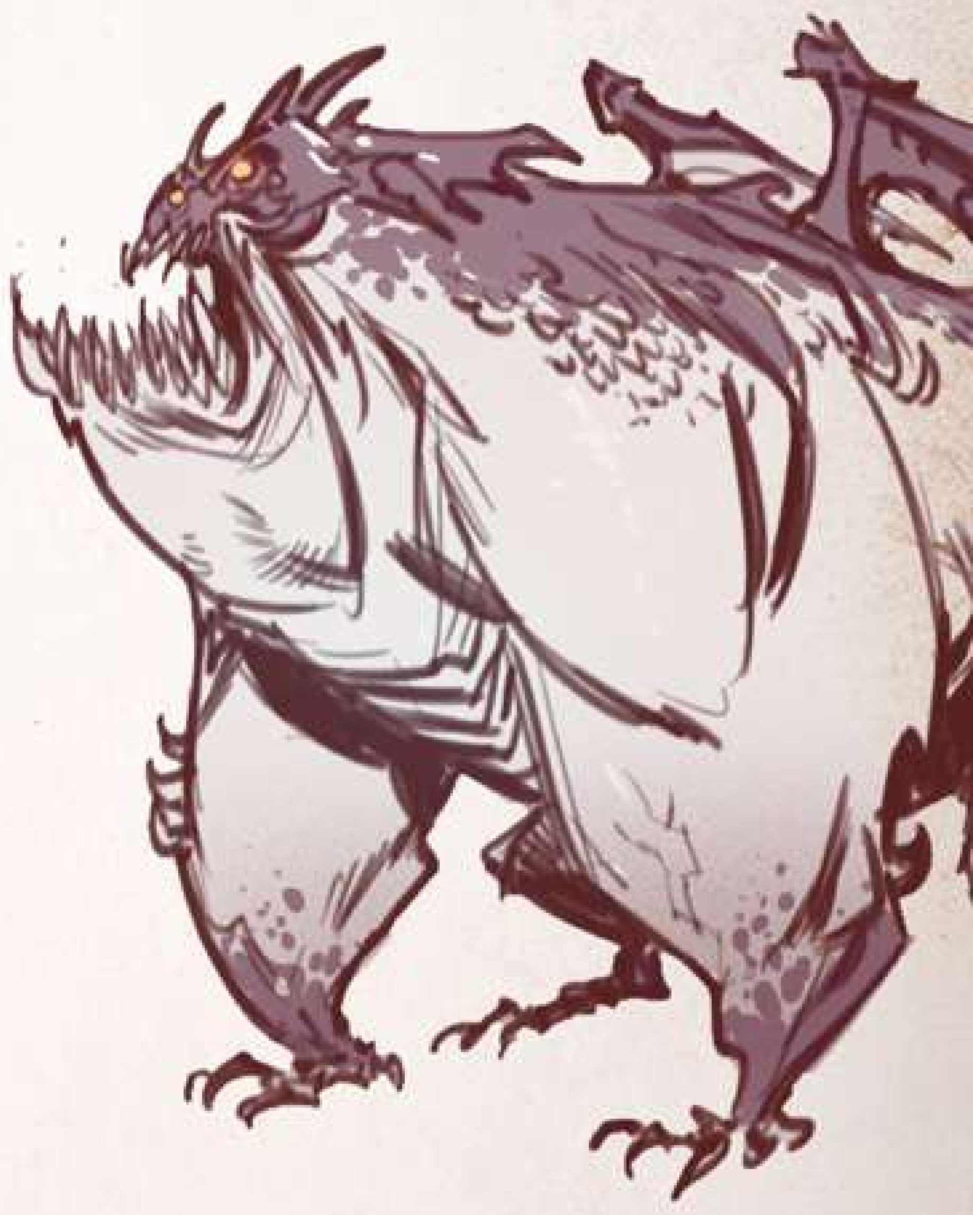


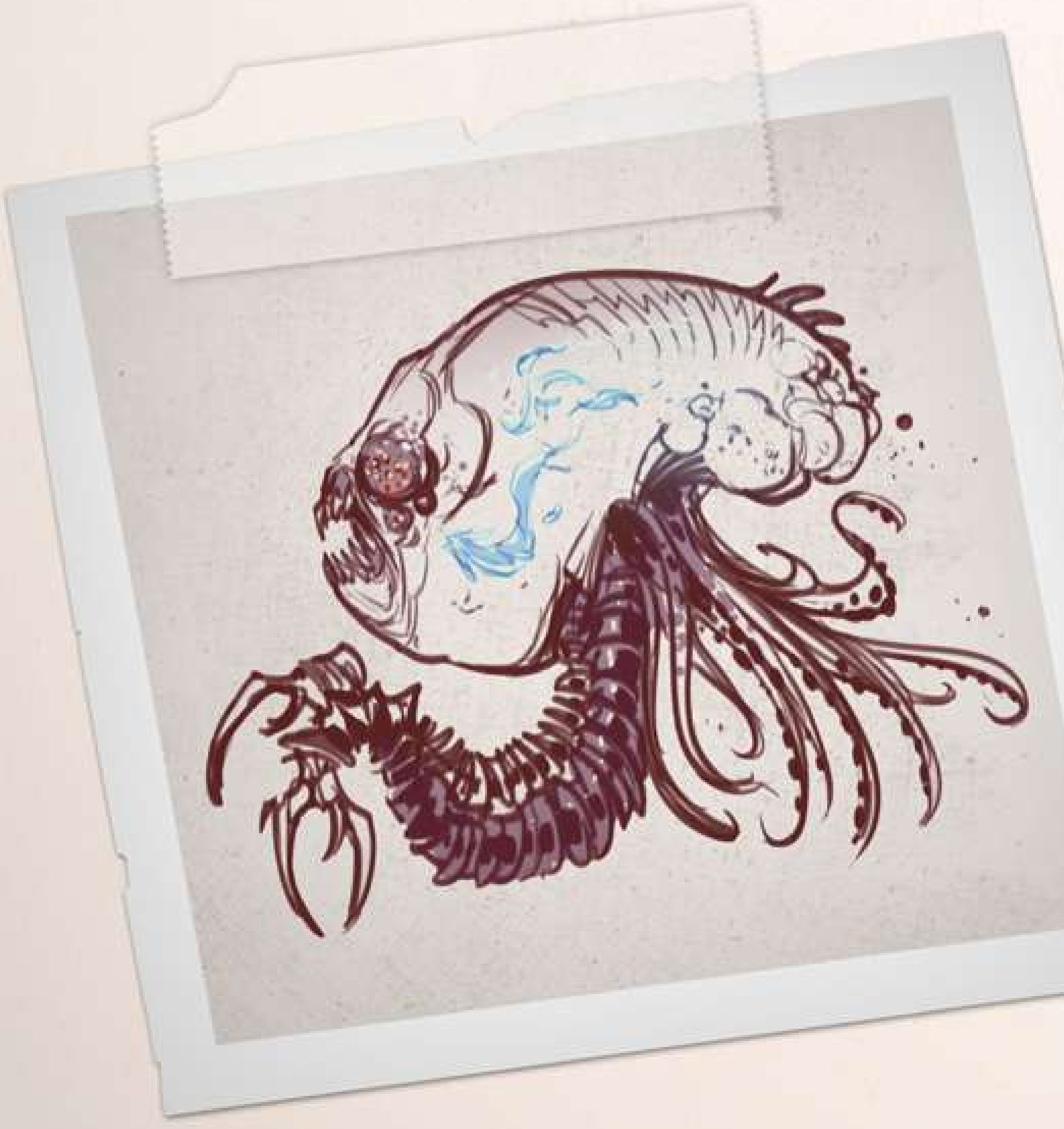


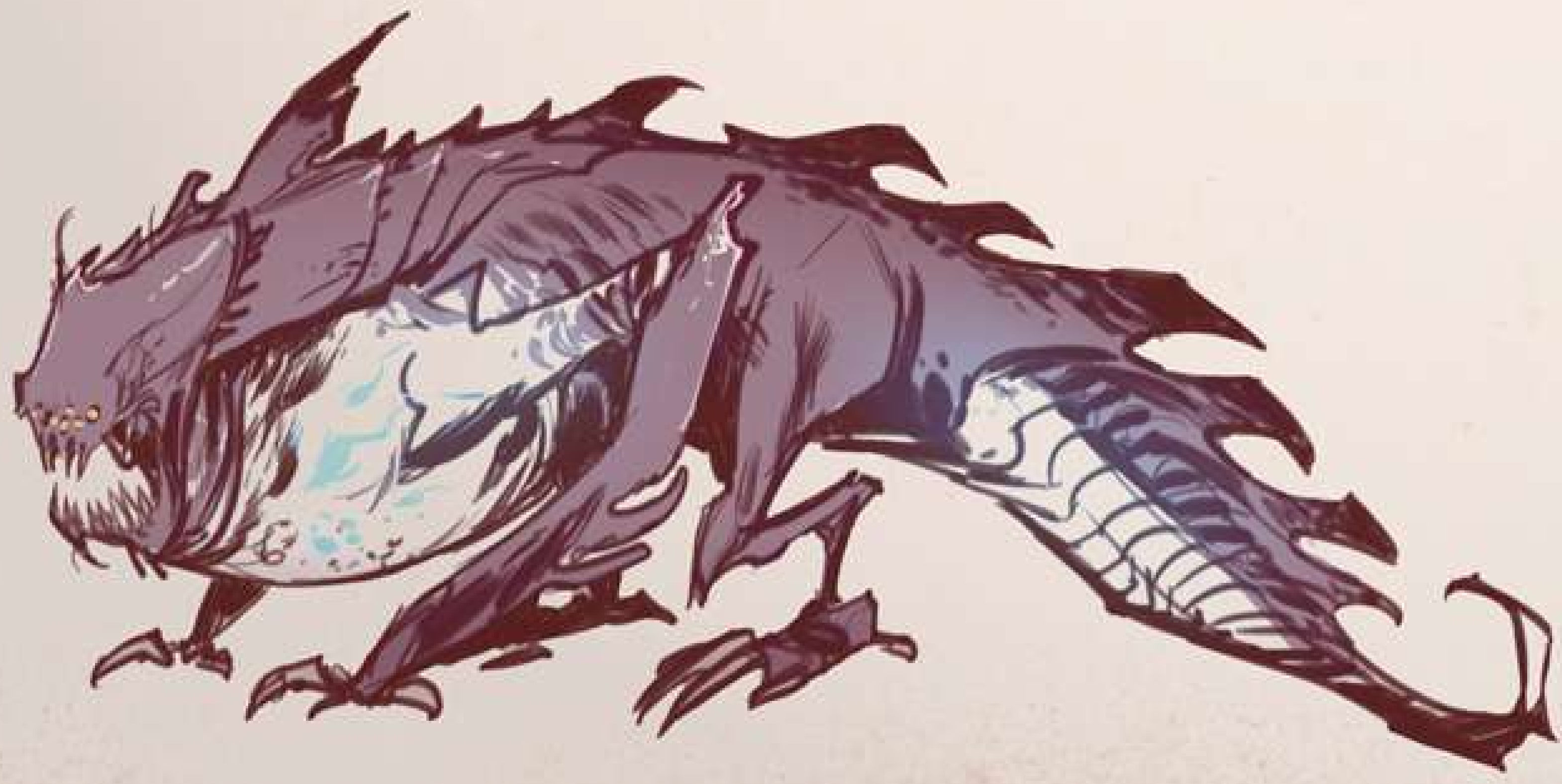


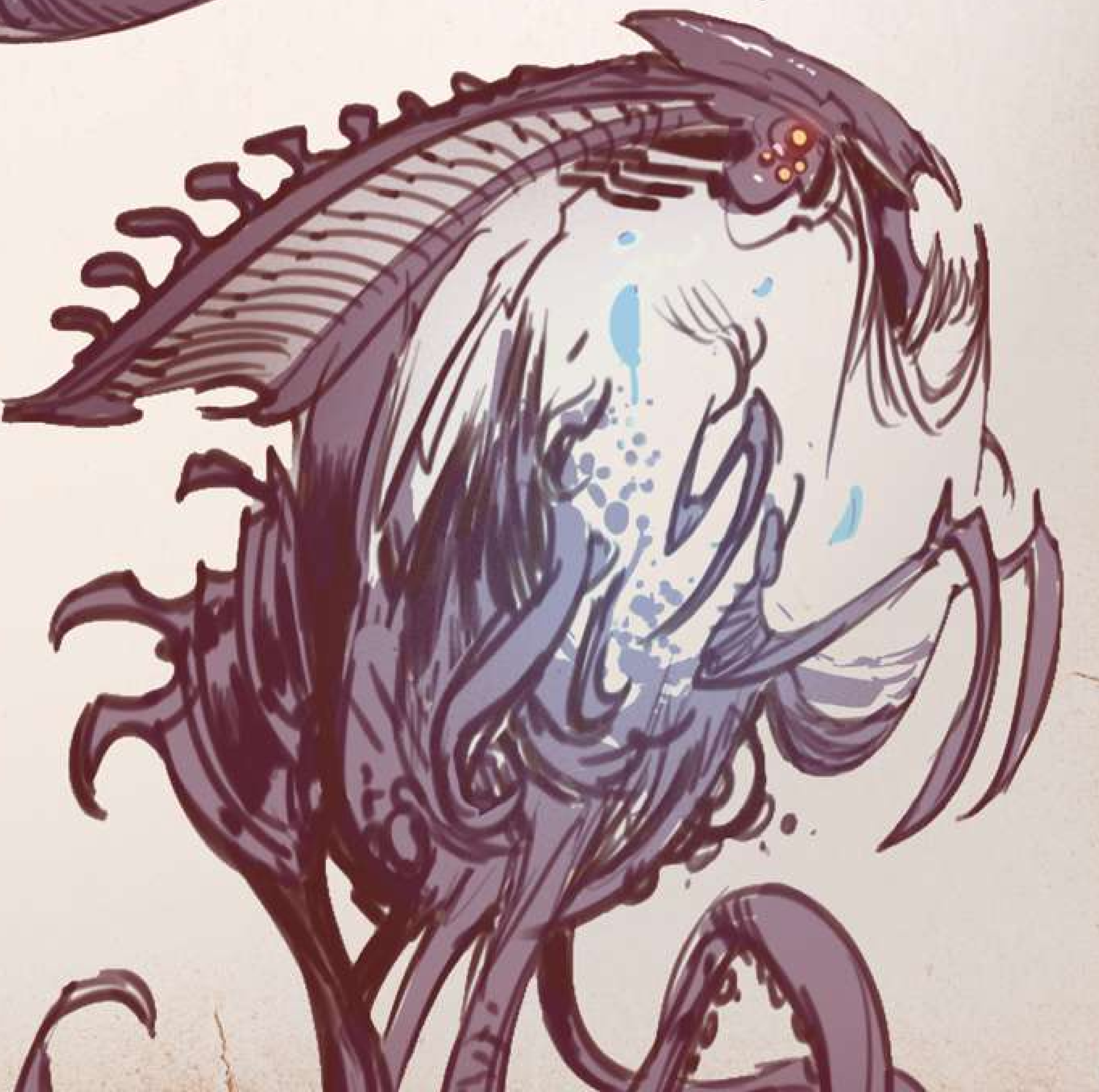
Iterations of the massive Grivelnox pulled inspiration from sea life and nightmares.

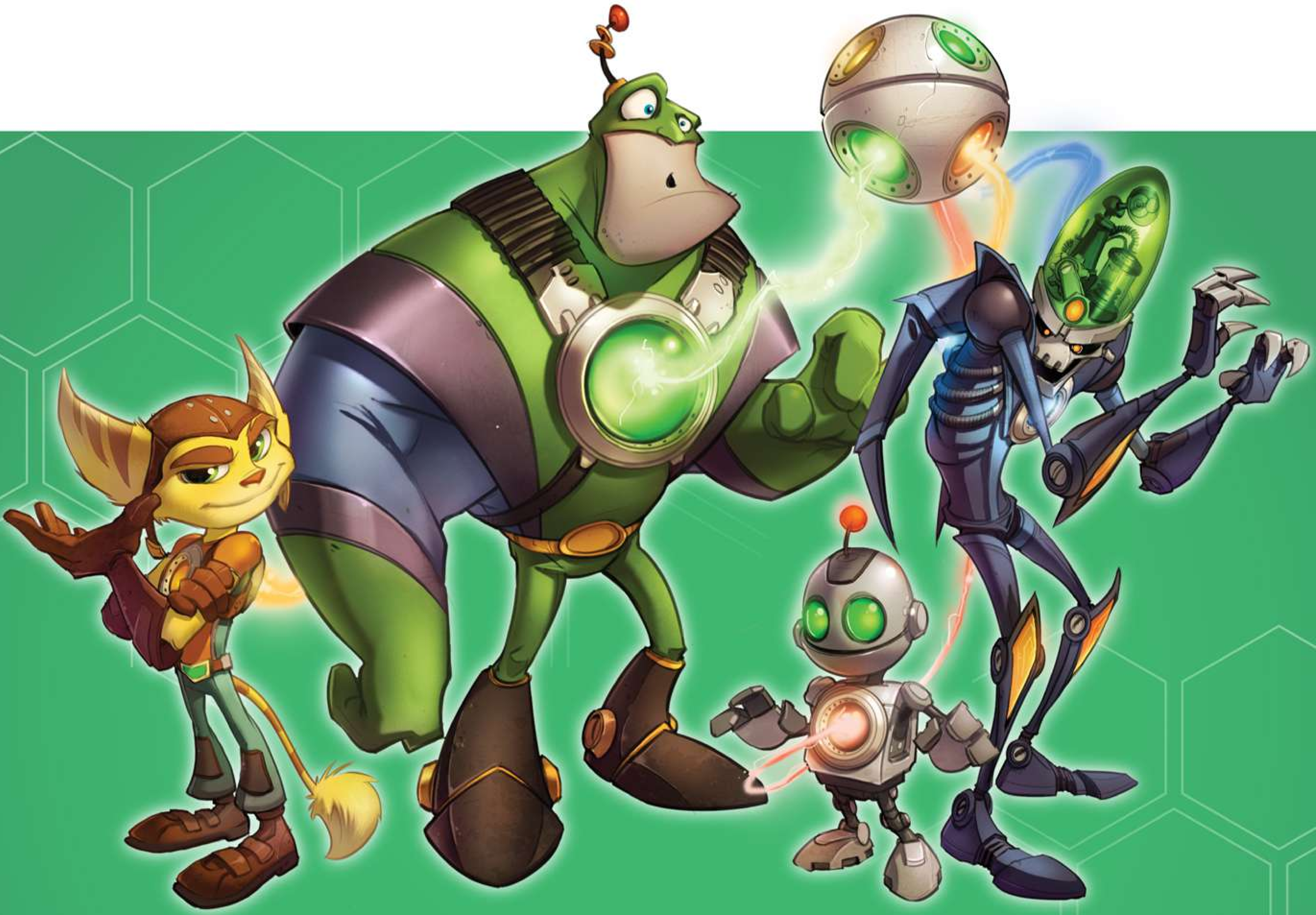


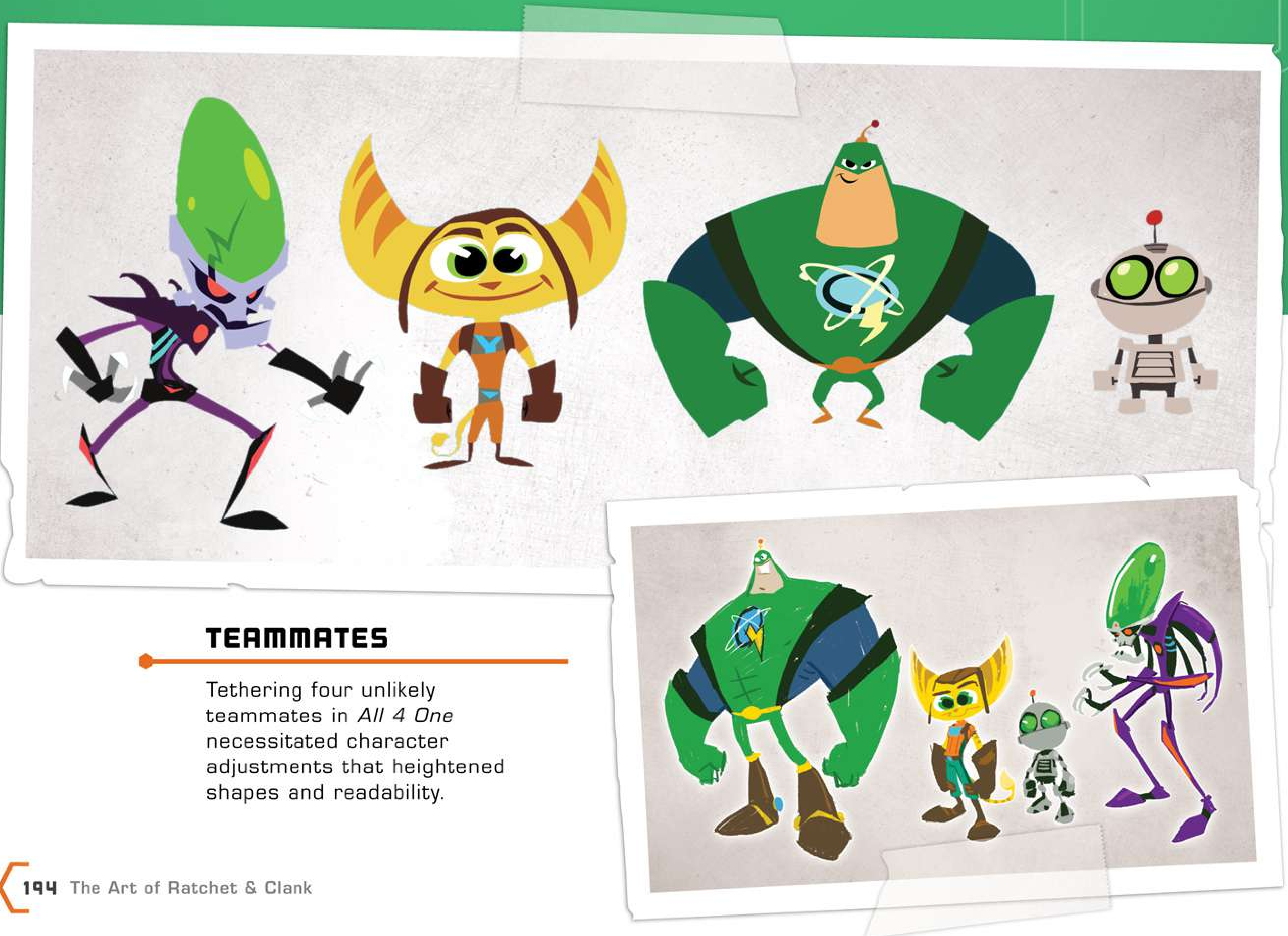






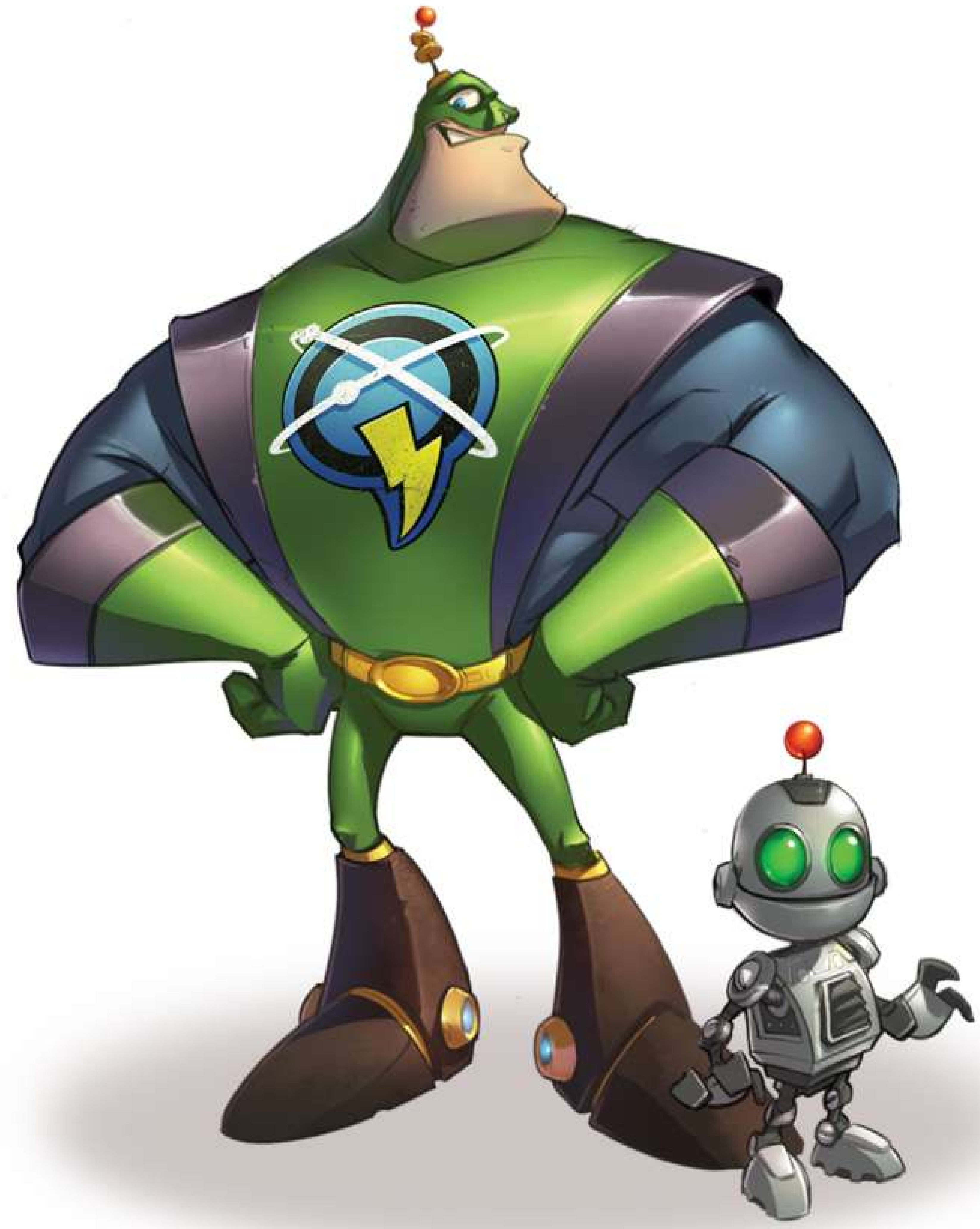


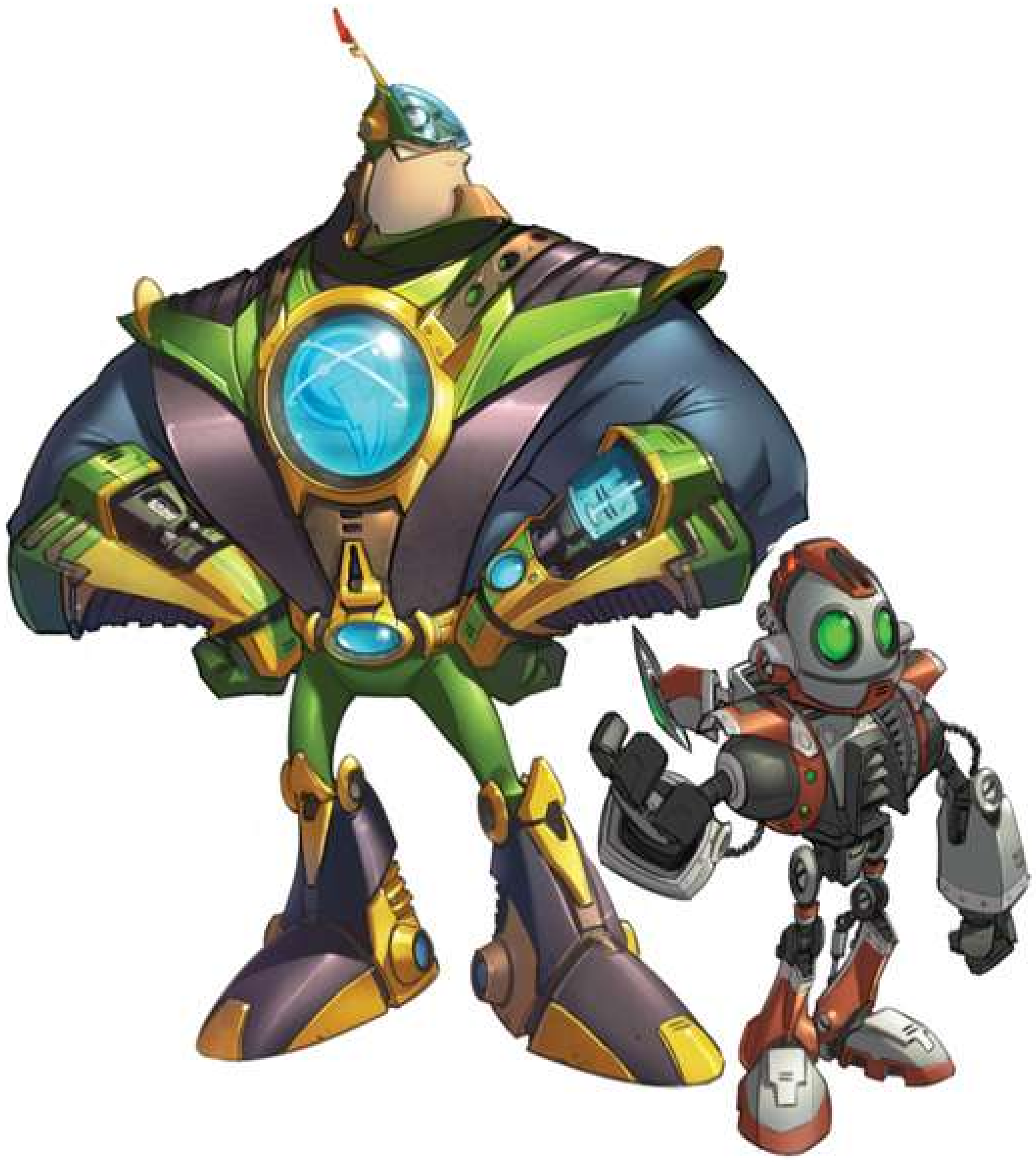




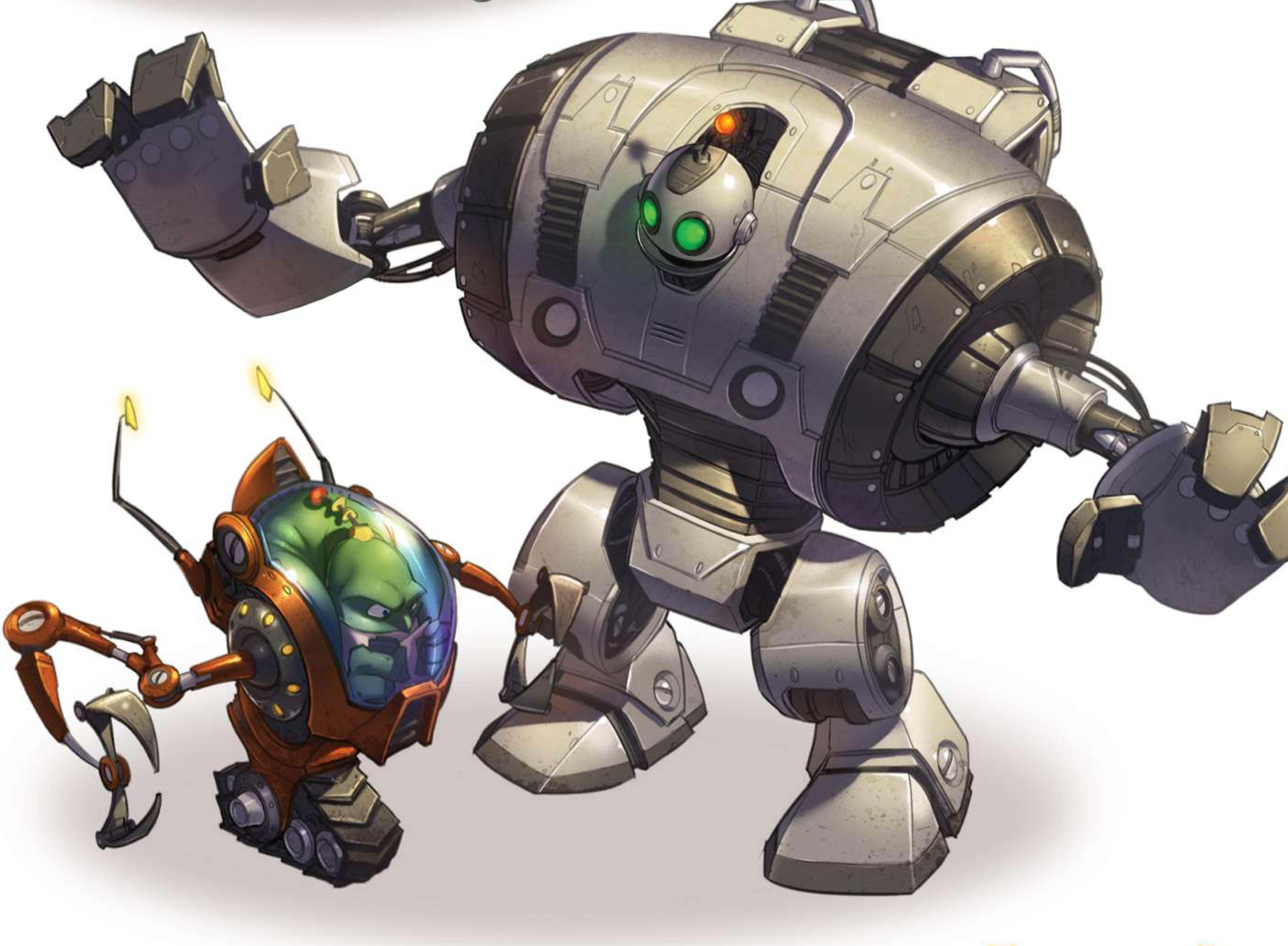
TEAMMATES

Tethering four unlikely teammates in *All 4 One* necessitated character adjustments that heightened shapes and readability.

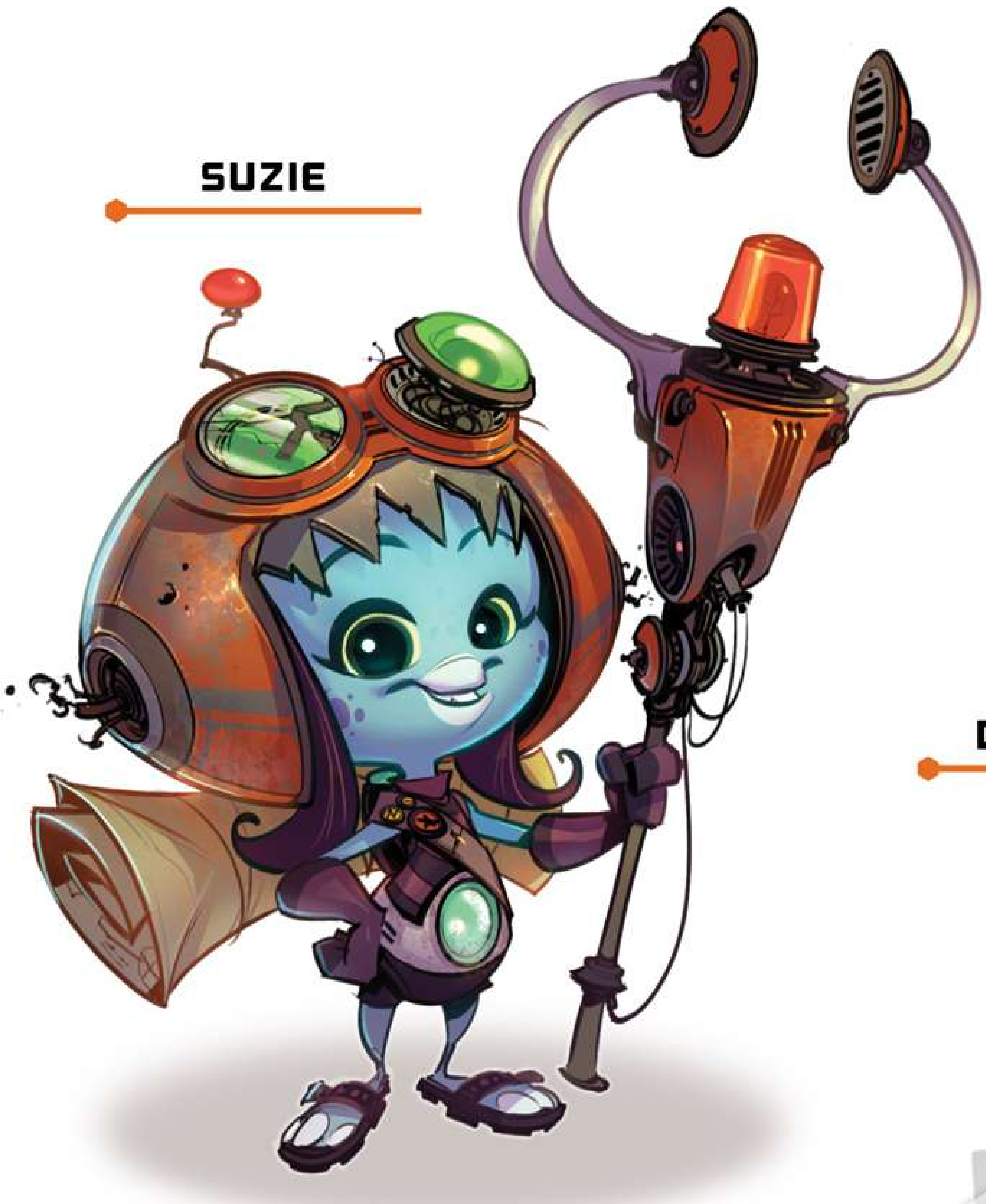


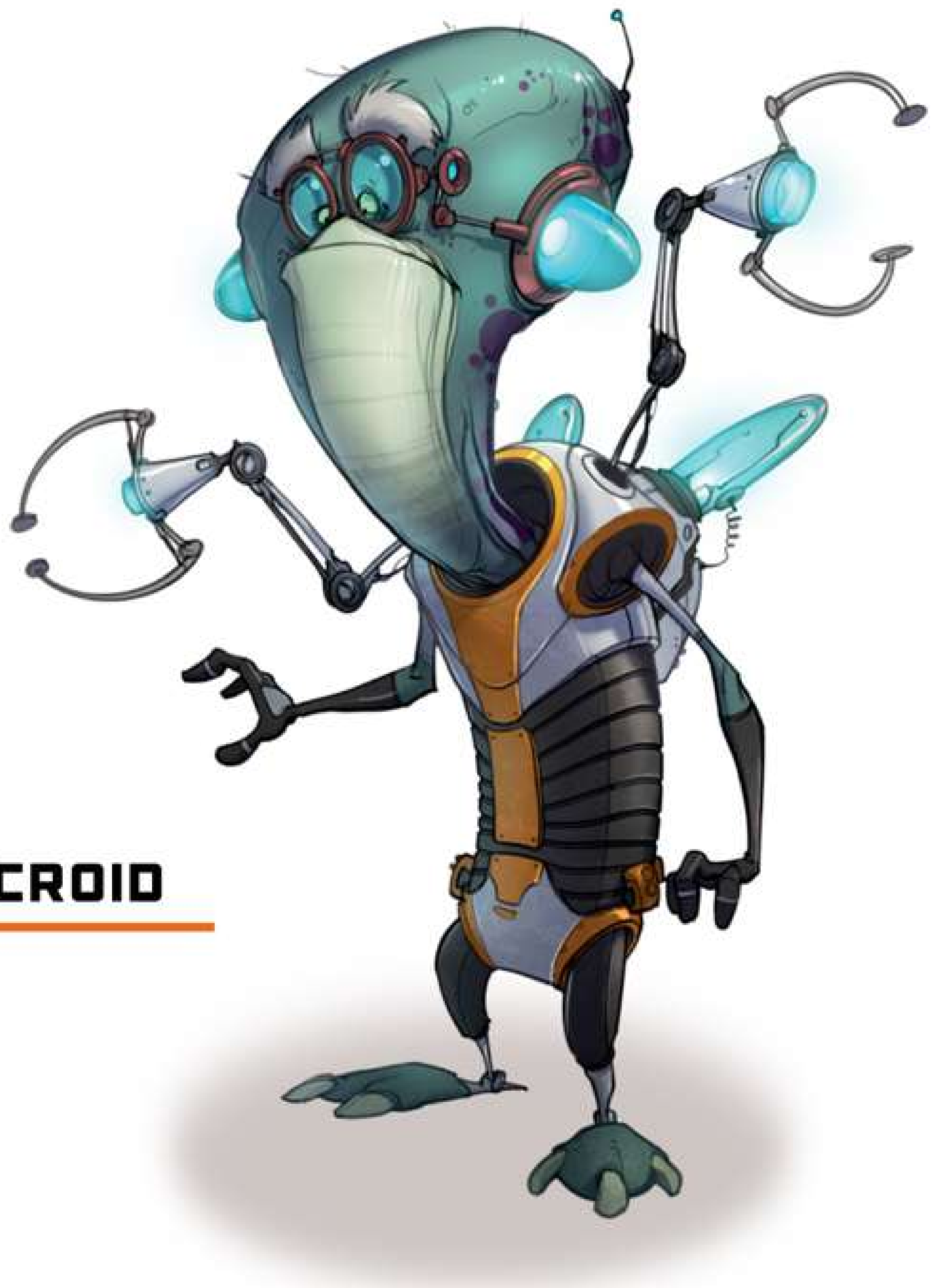


These concept pieces perfectly capture the personalities of Captain Qwark and Clank.



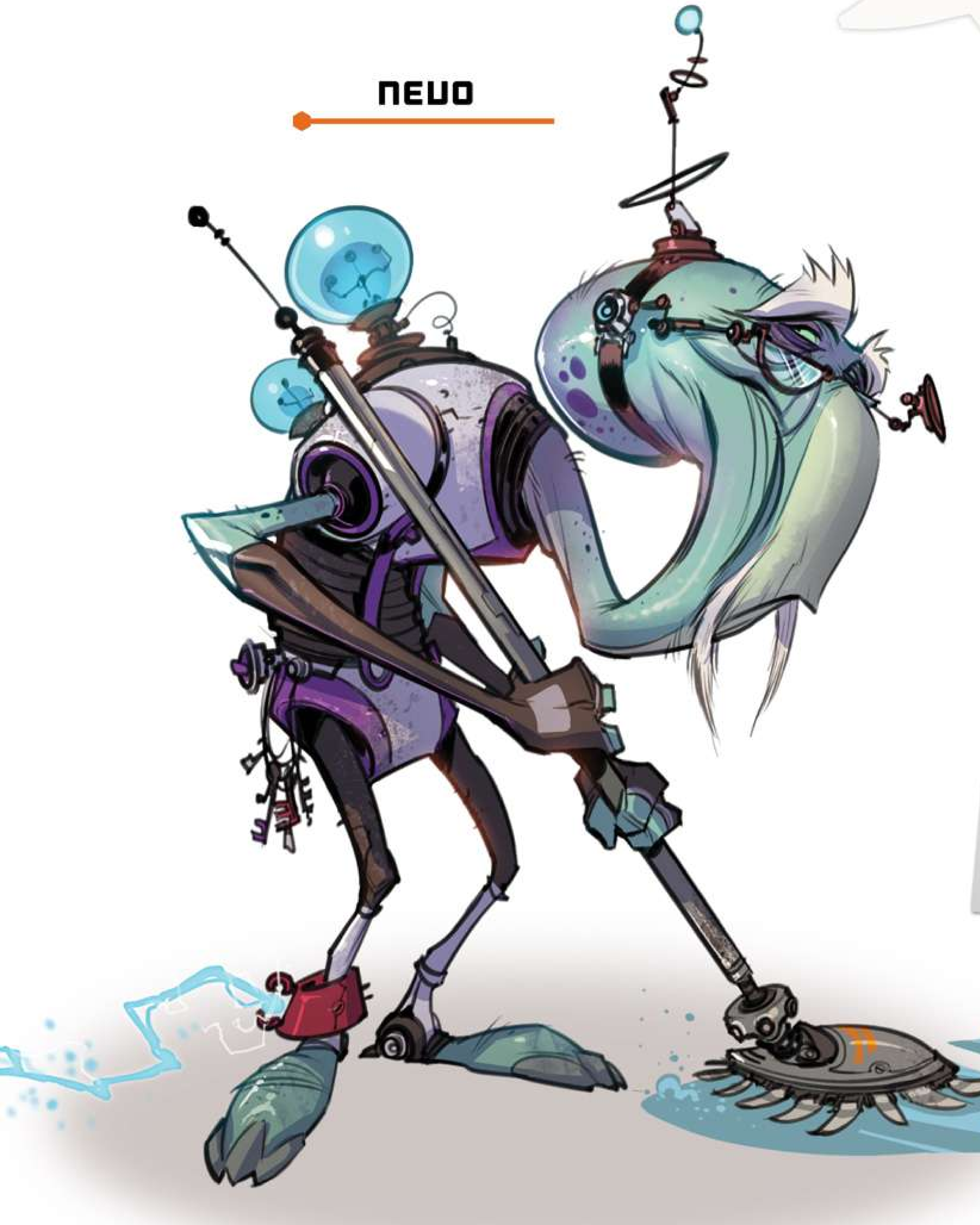
SUZIE

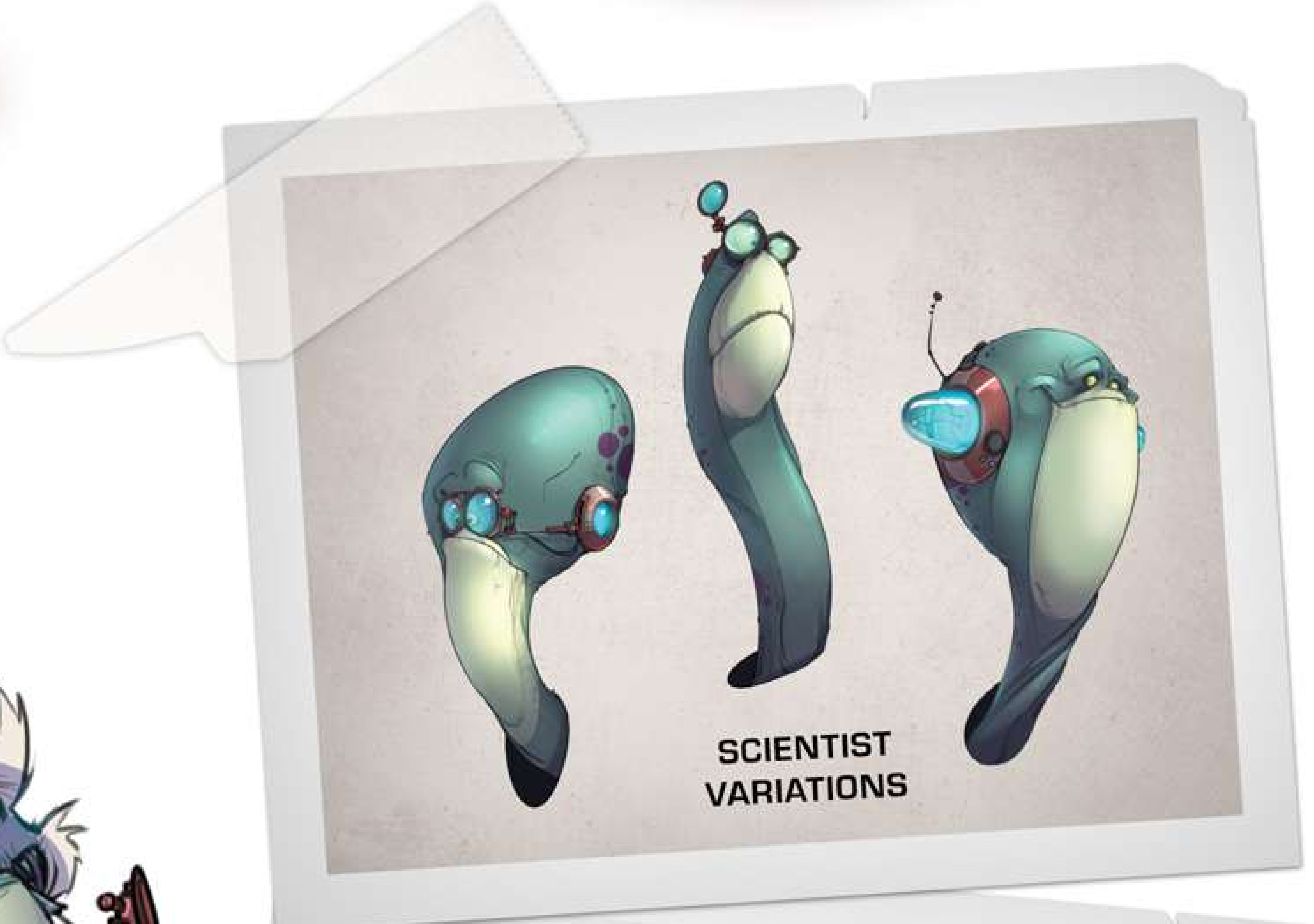




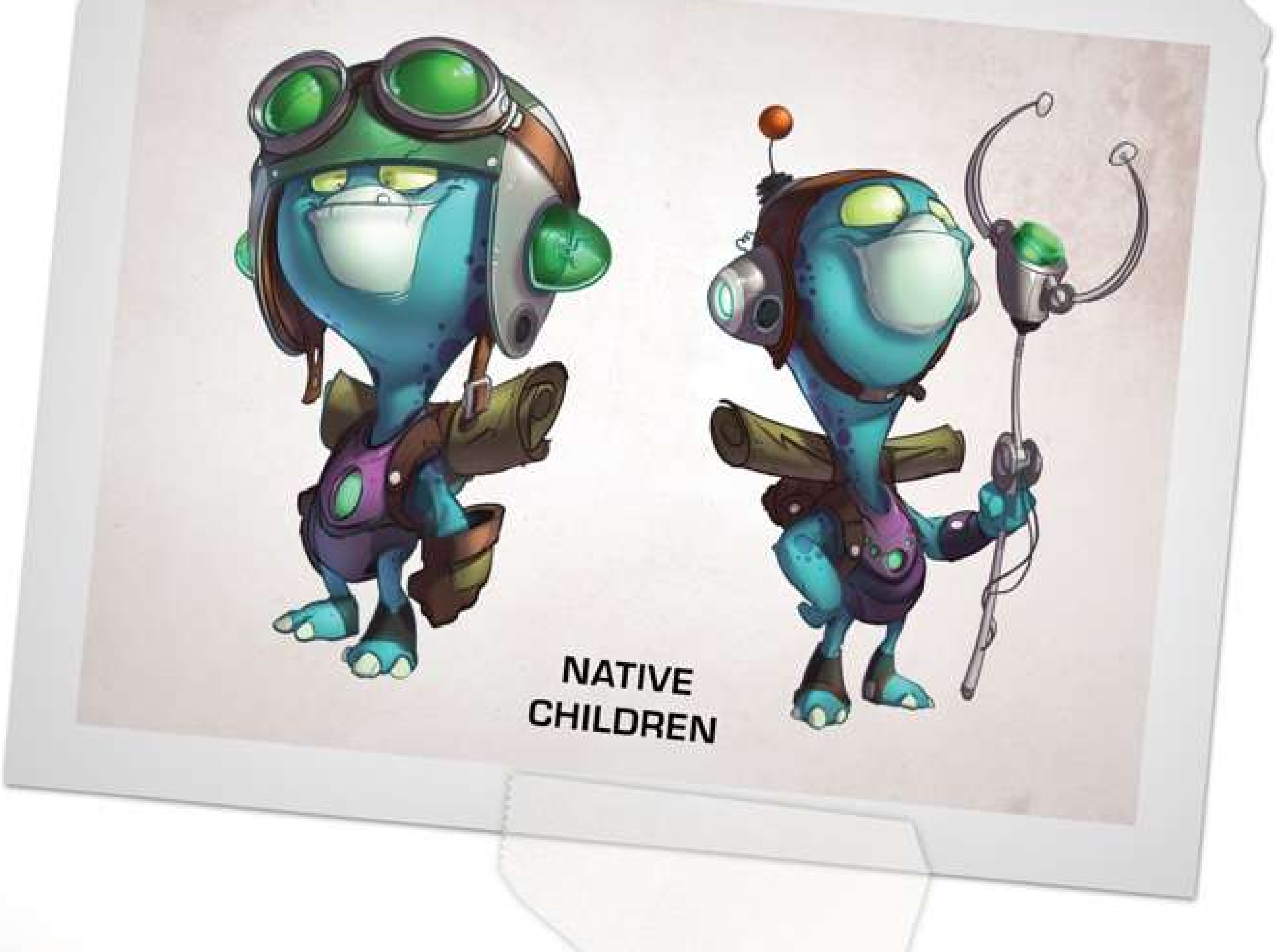
DR. CROID

NEVO

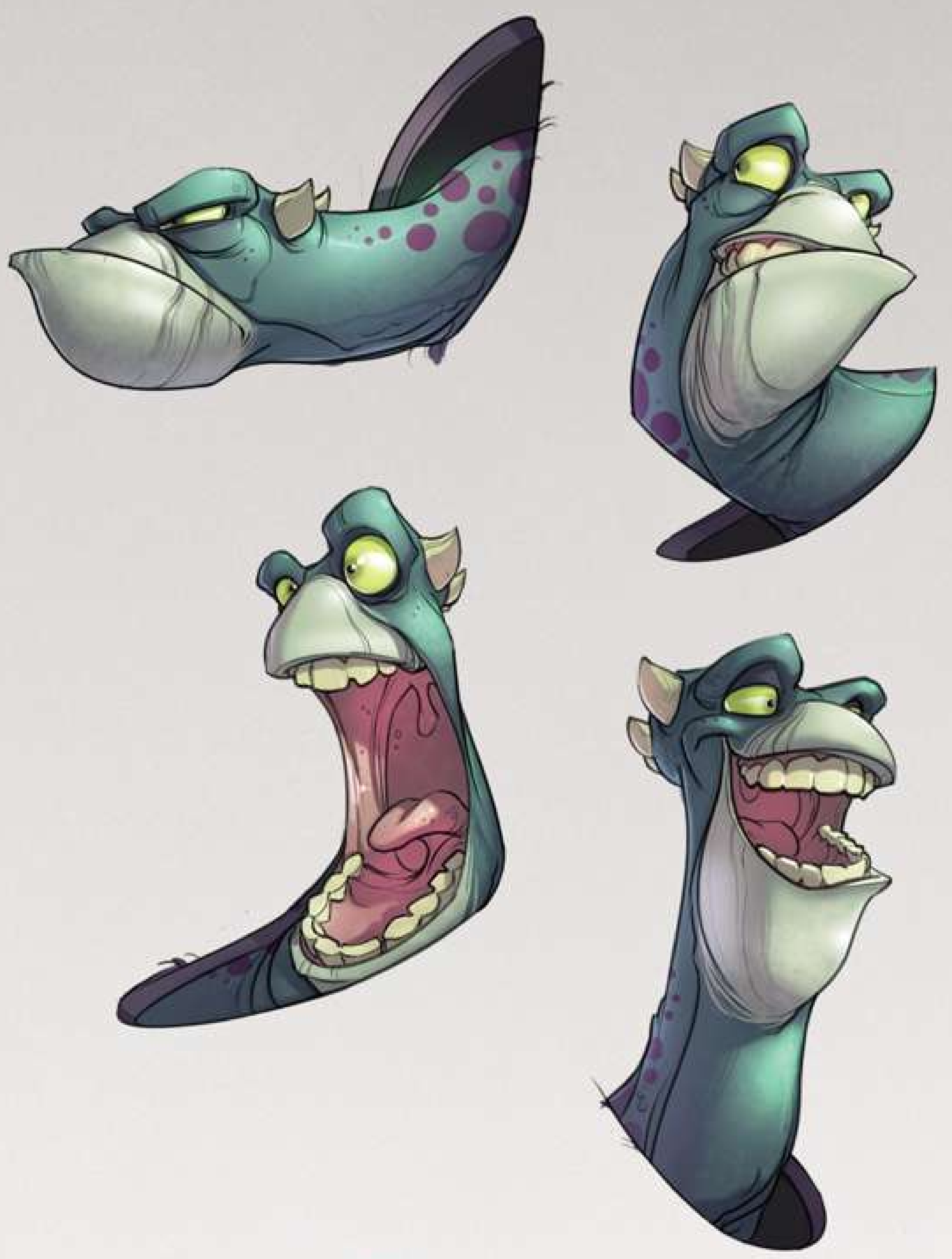


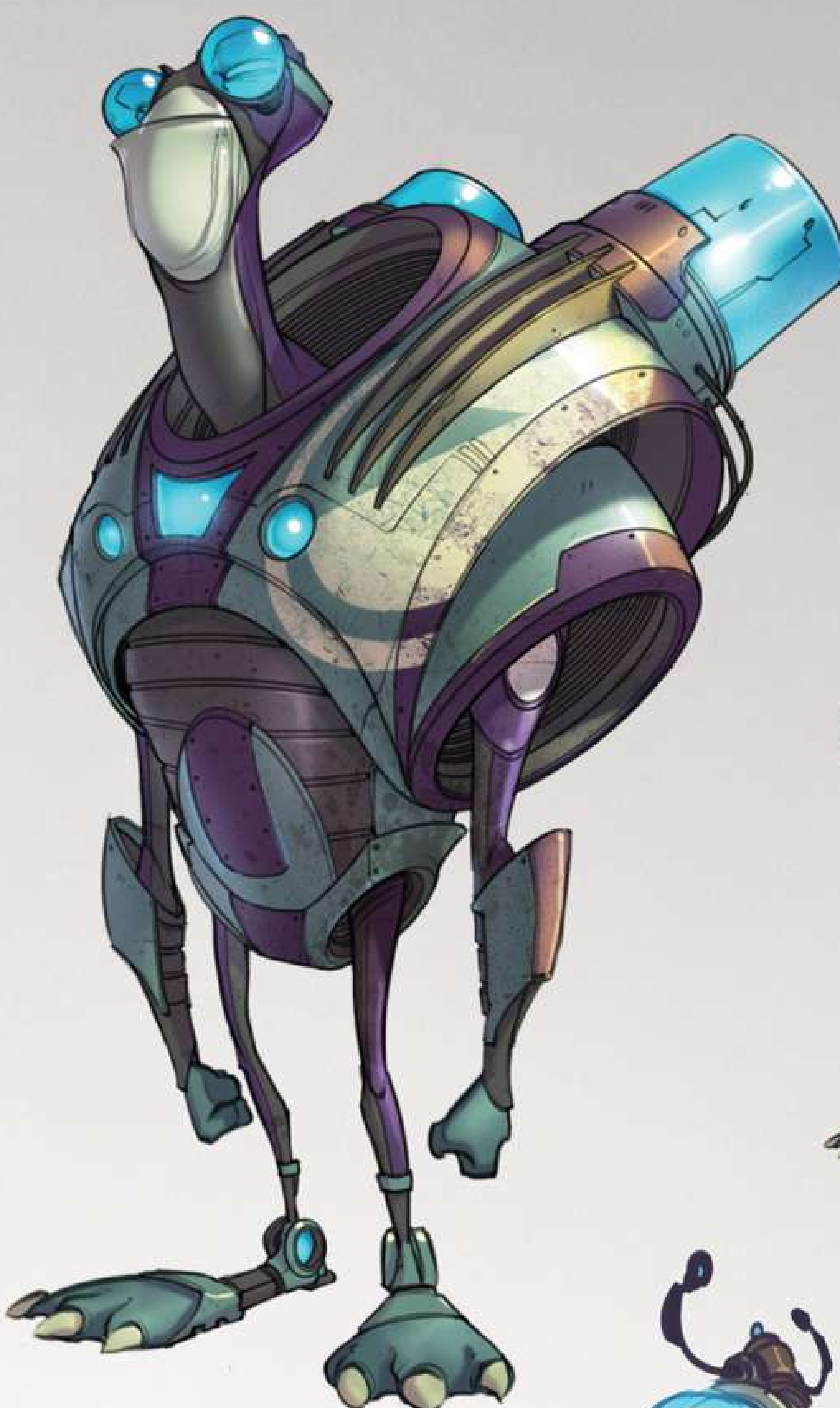


SCIENTIST VARIATIONS

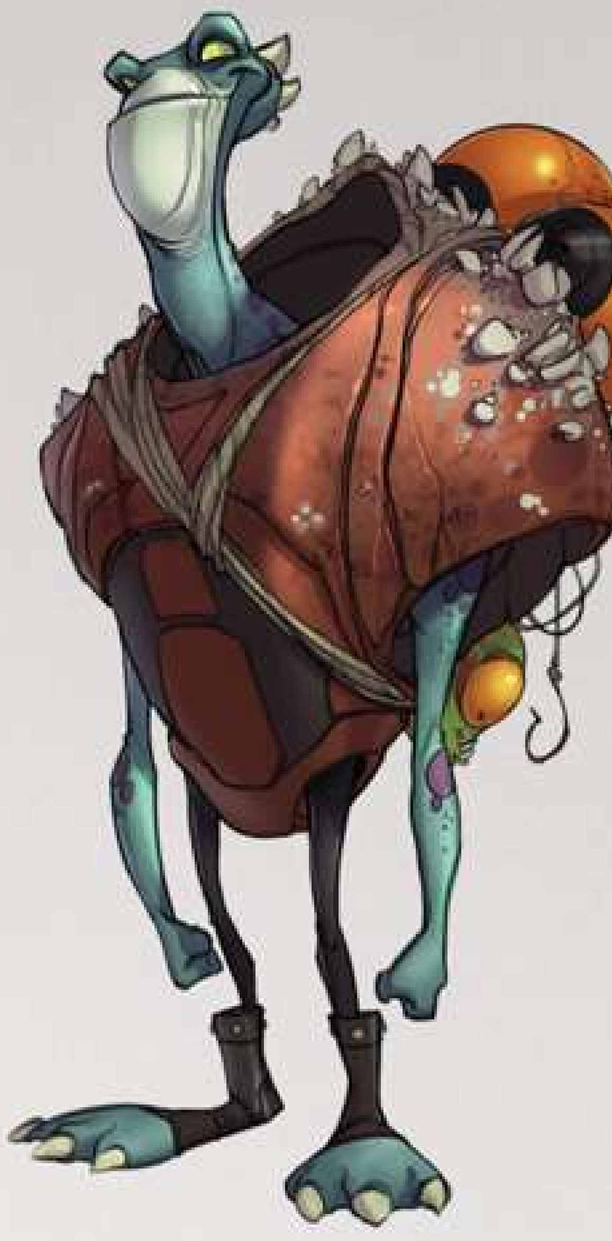


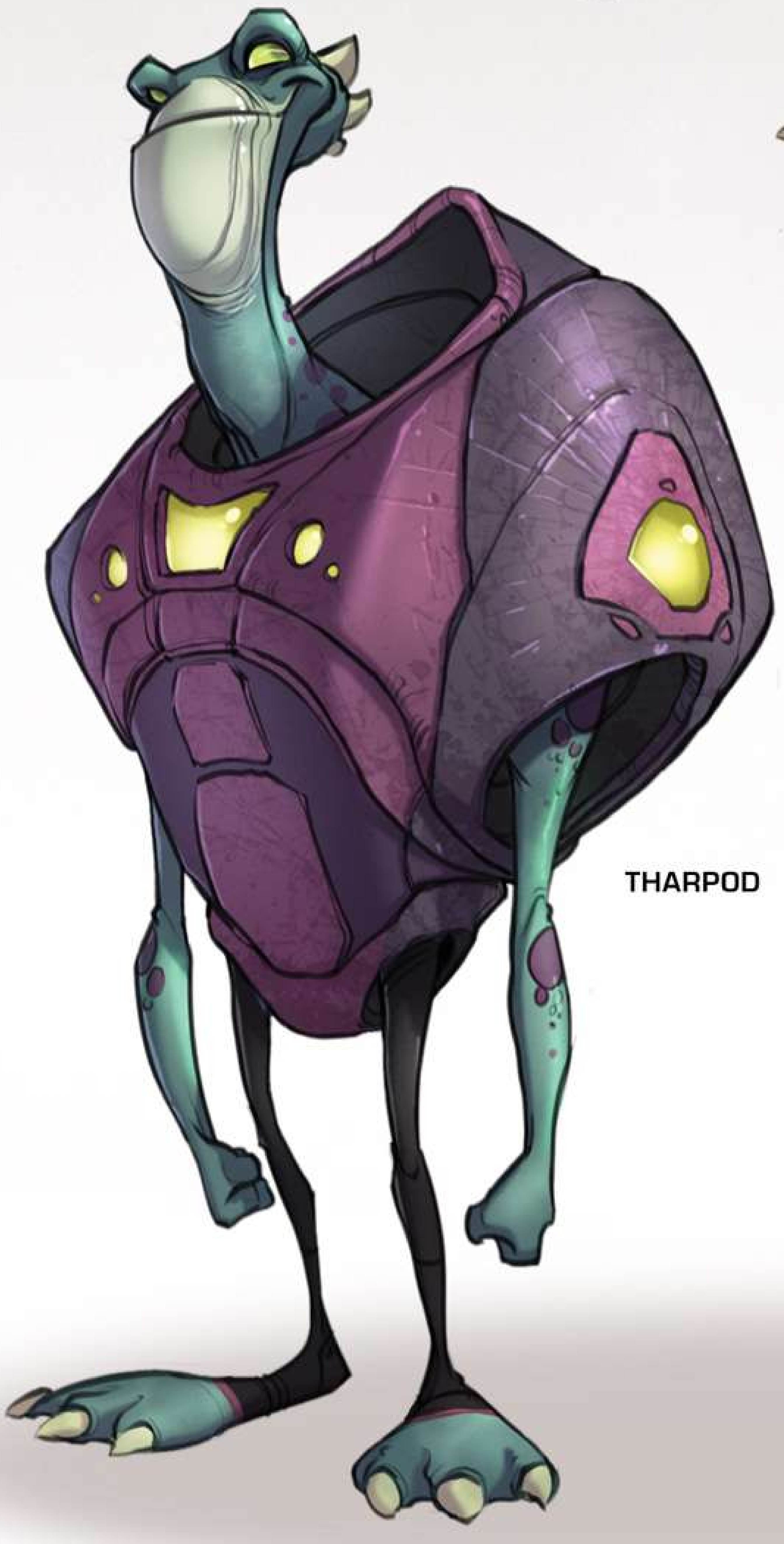
NATIVE CHILDREN



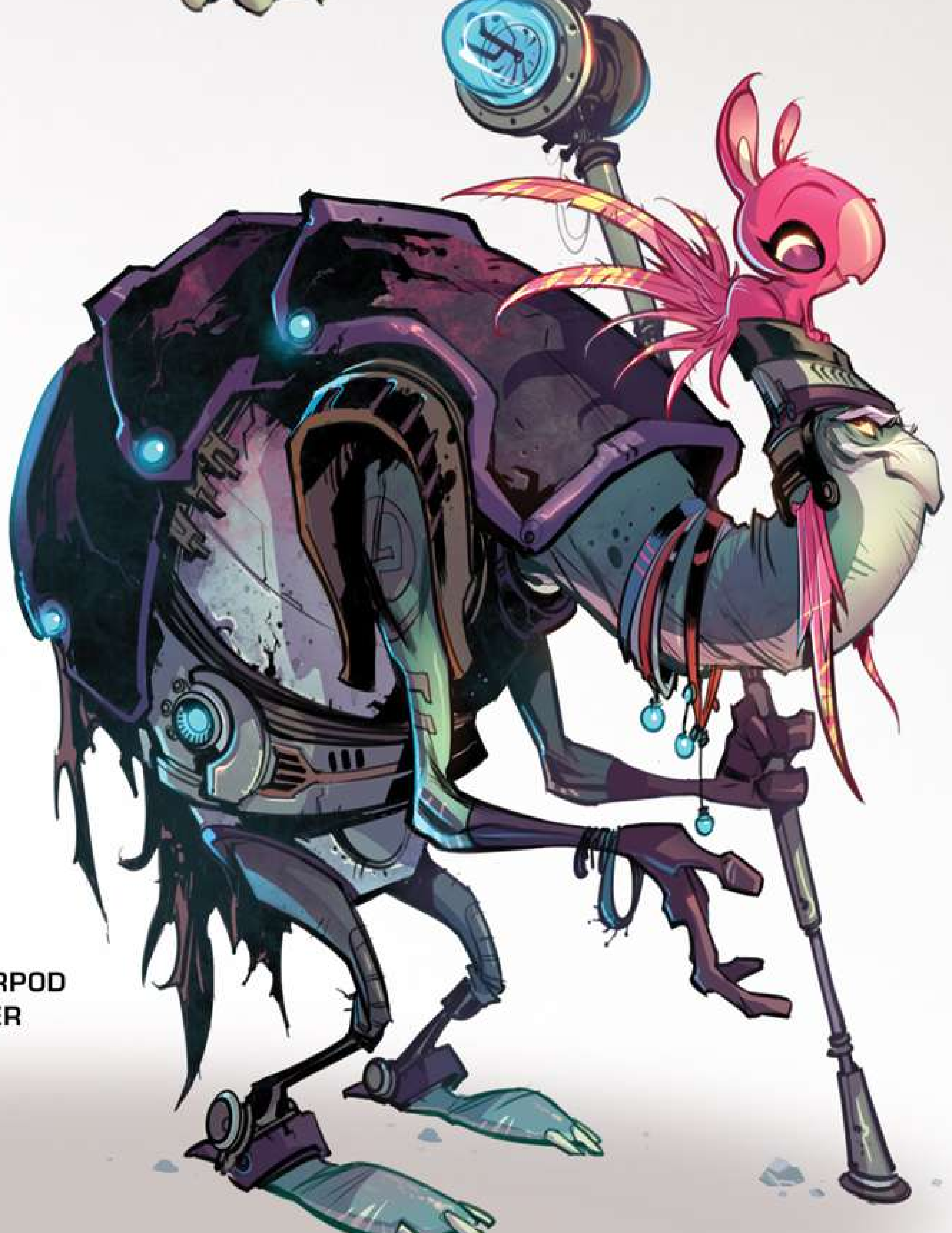


Tharpods are a nature-loving, peaceful race that play a key role in *All 4 One*. Their design draws from amphibious creatures such as turtles.

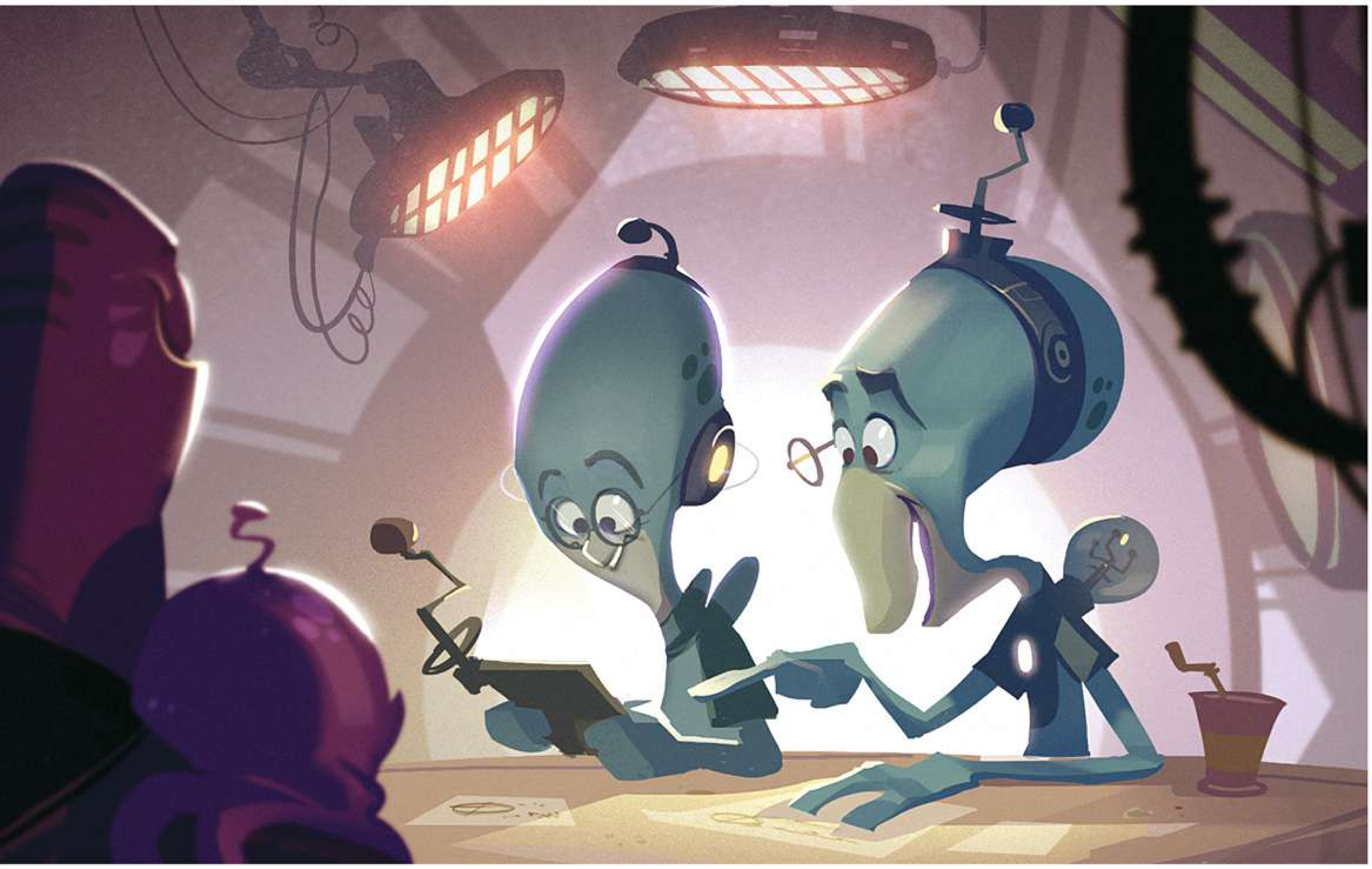


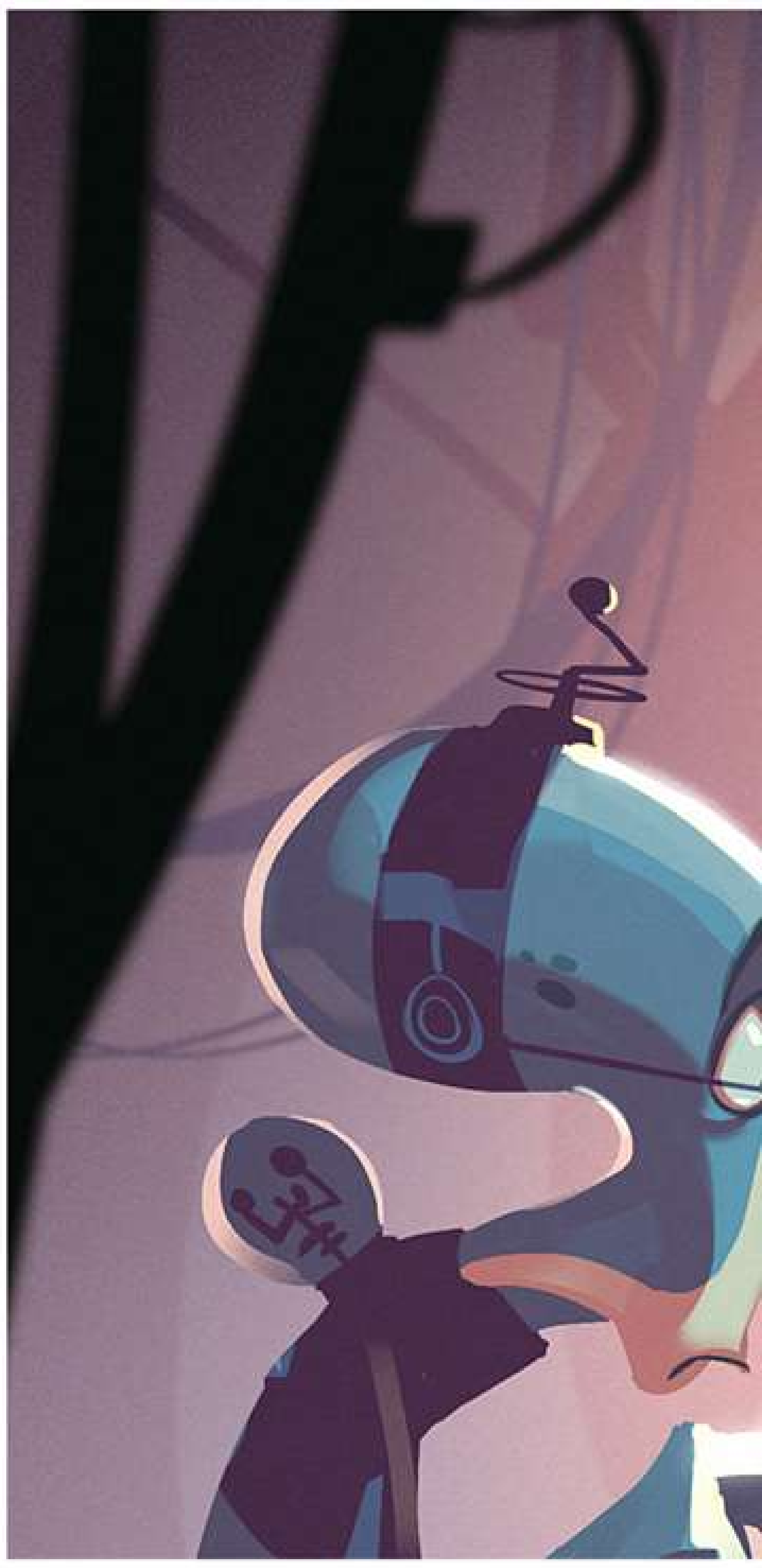


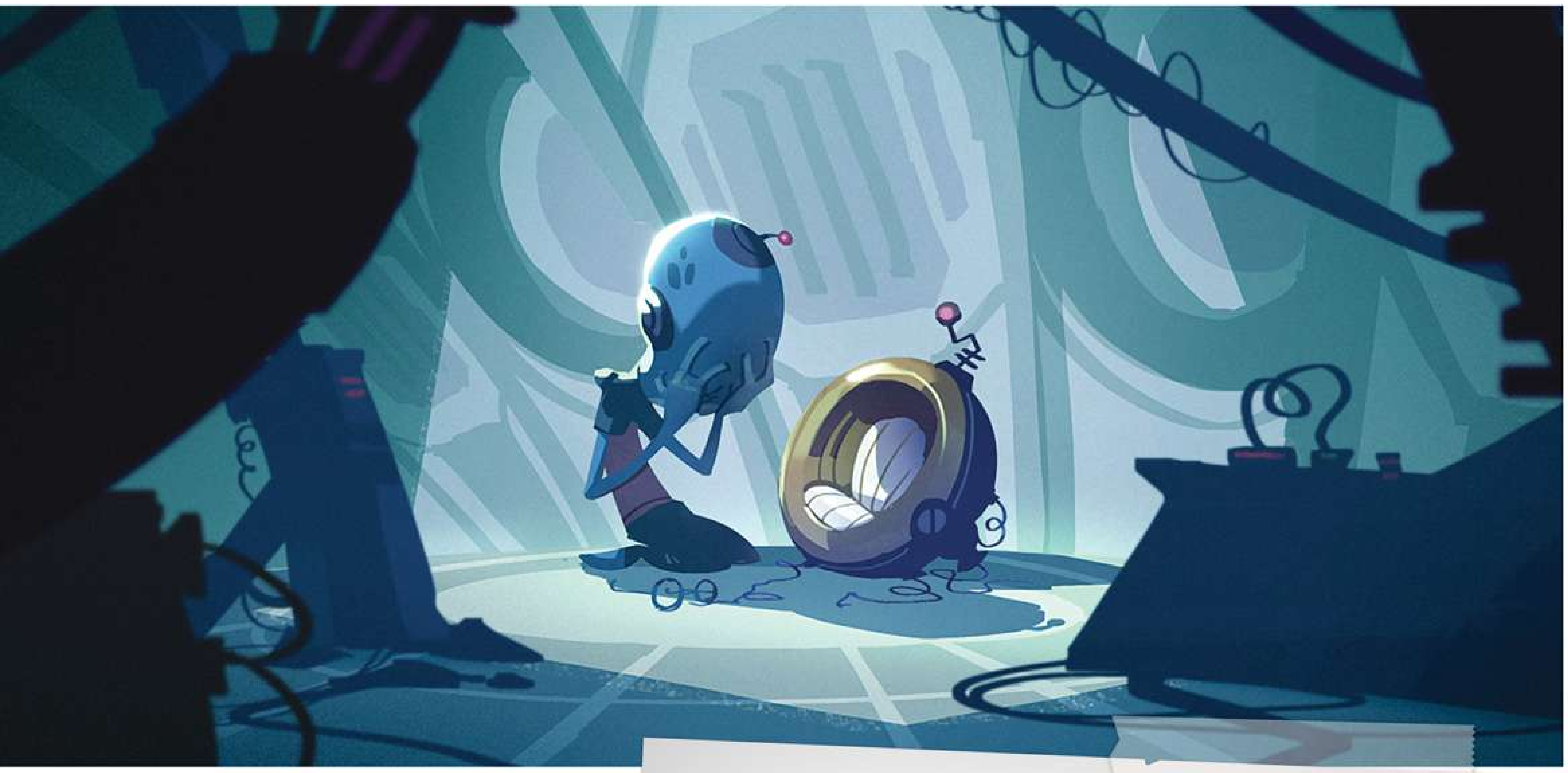
THARPOD

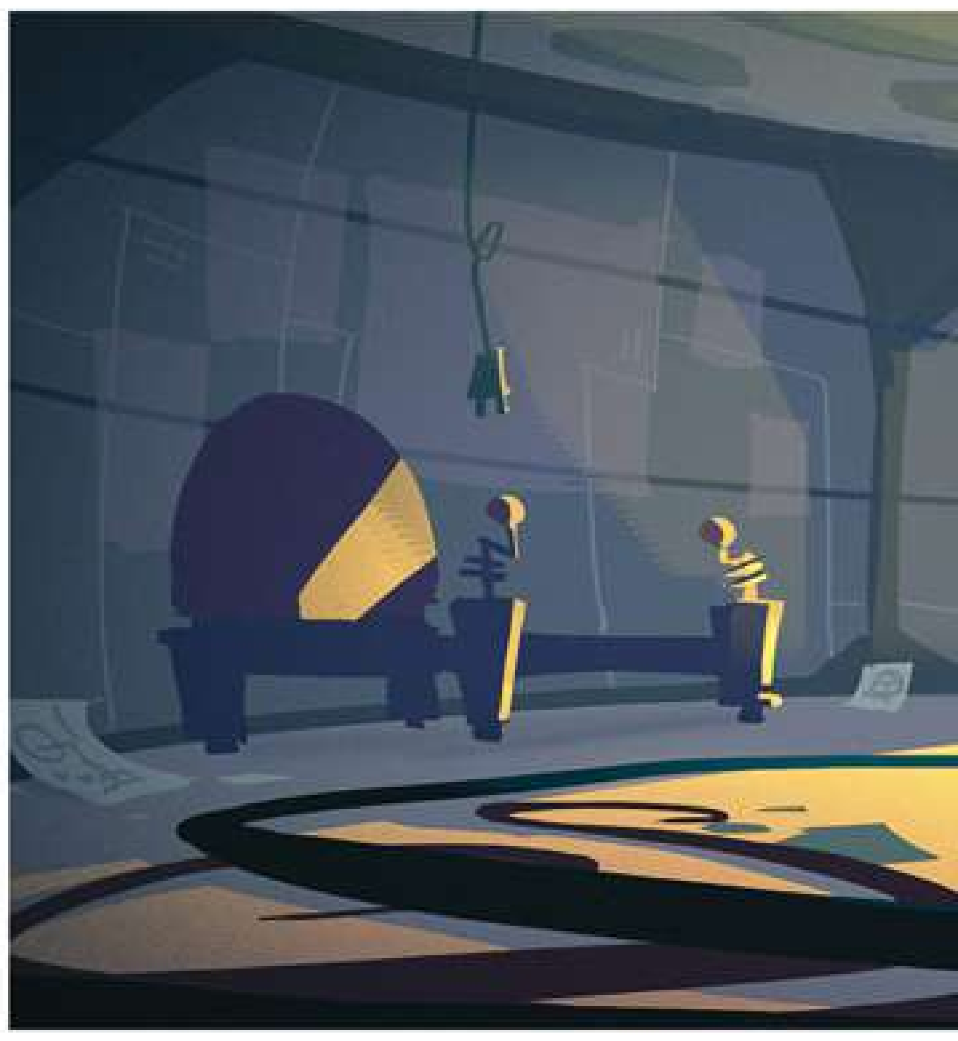


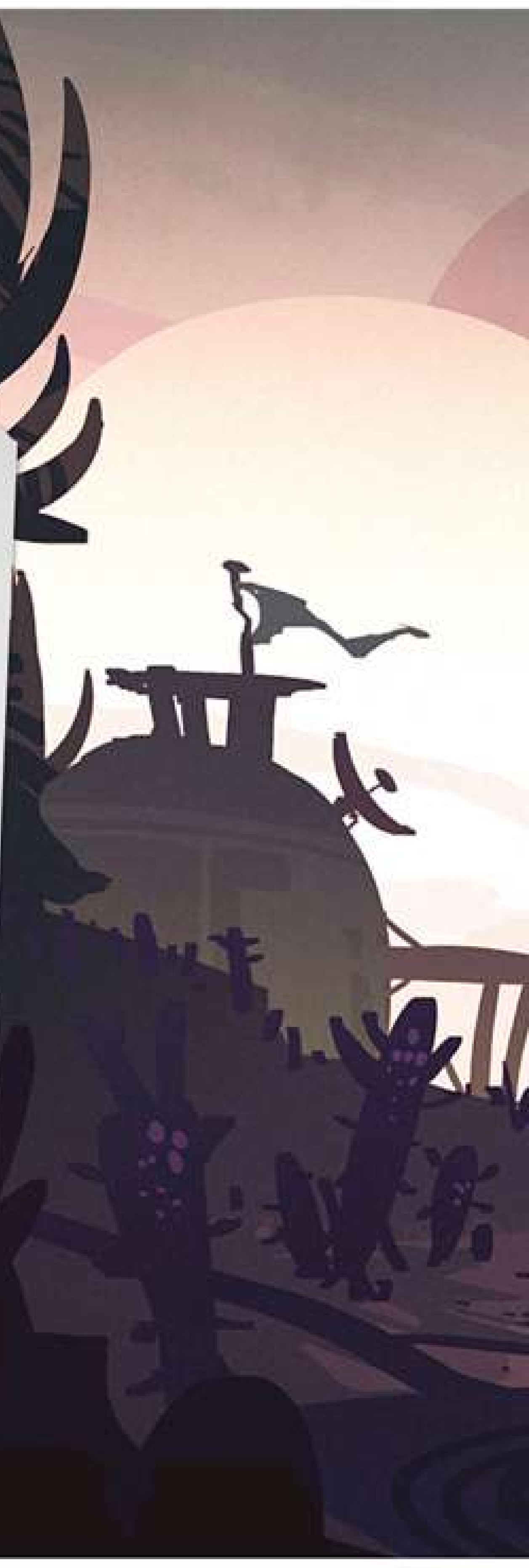
THARPOD ELDER

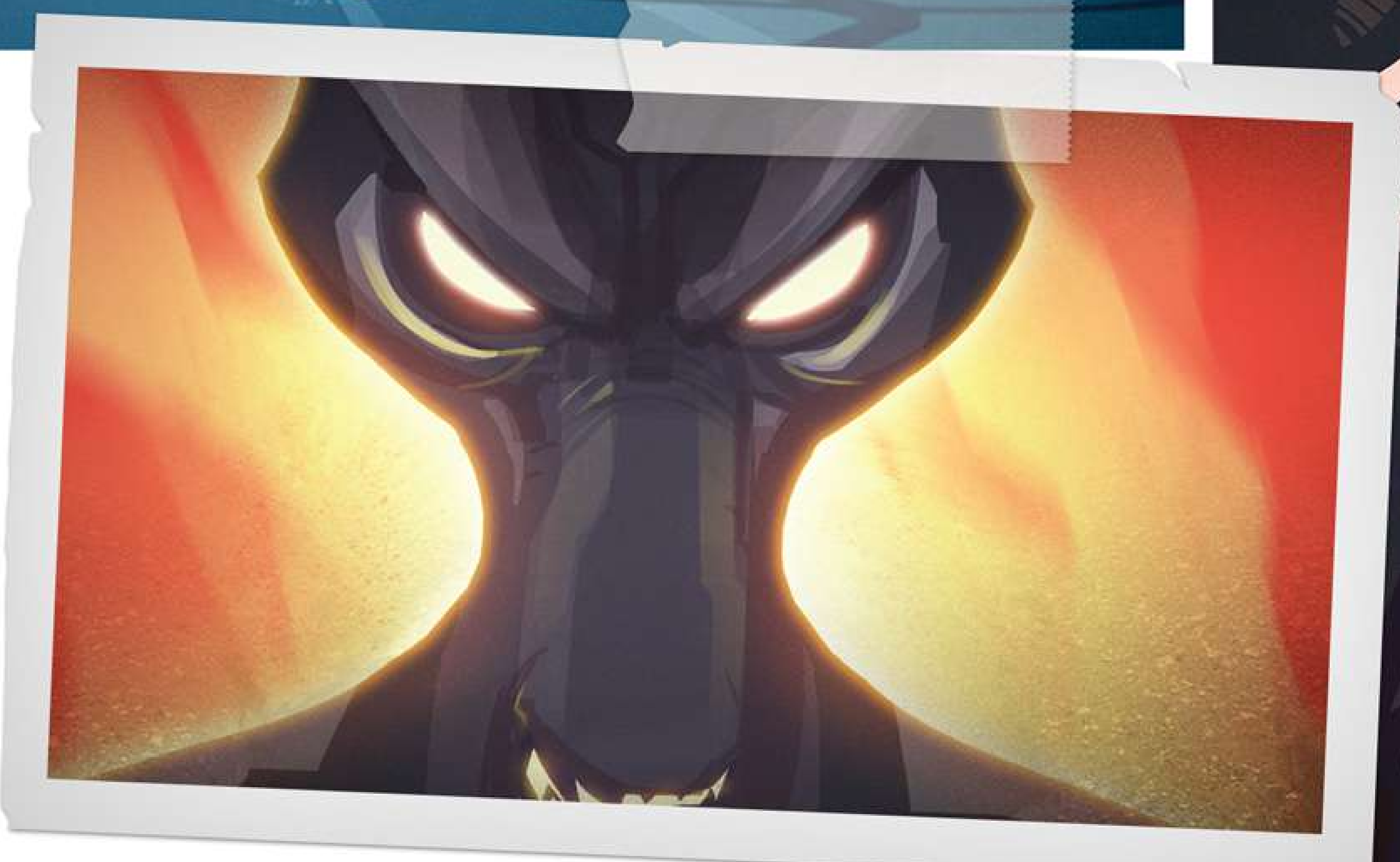






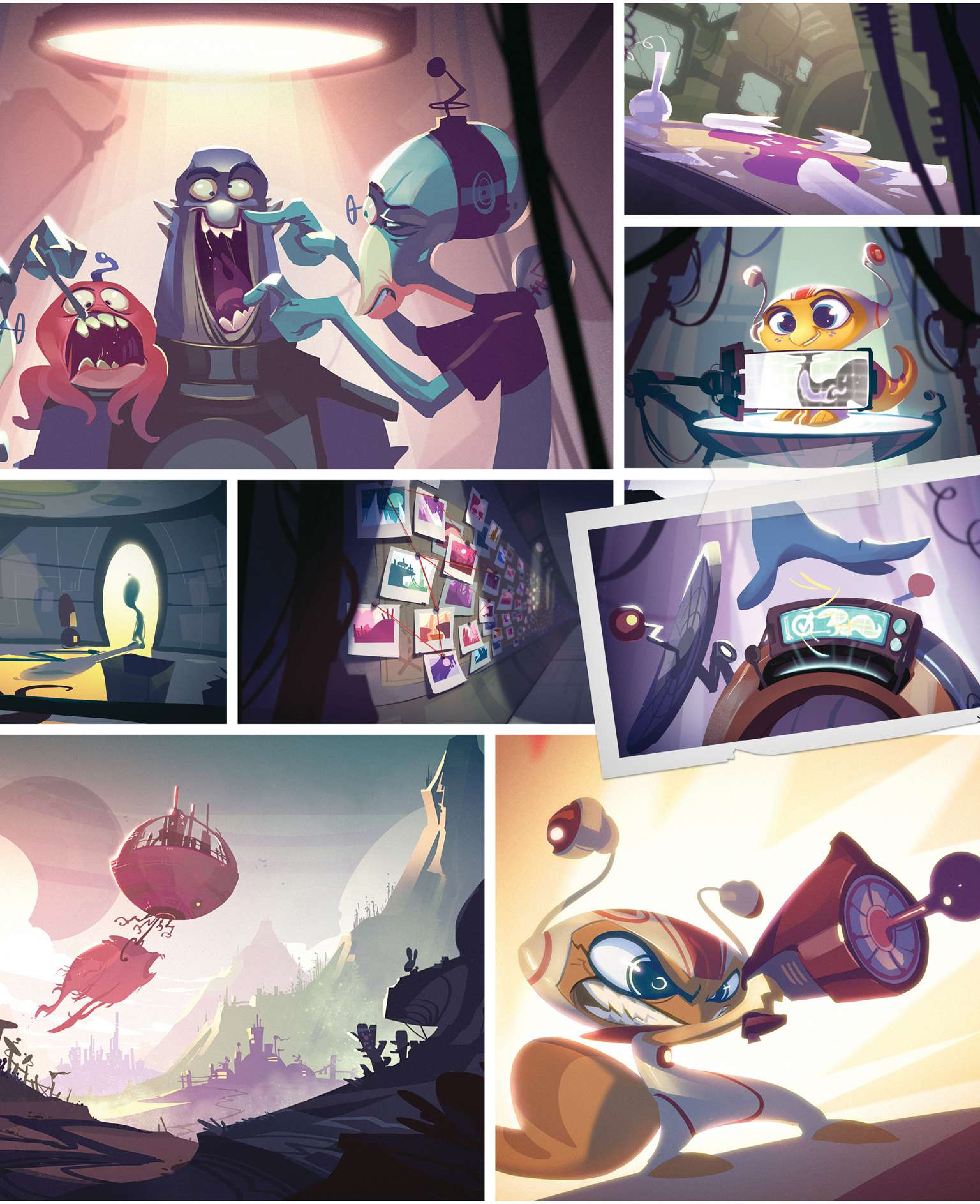


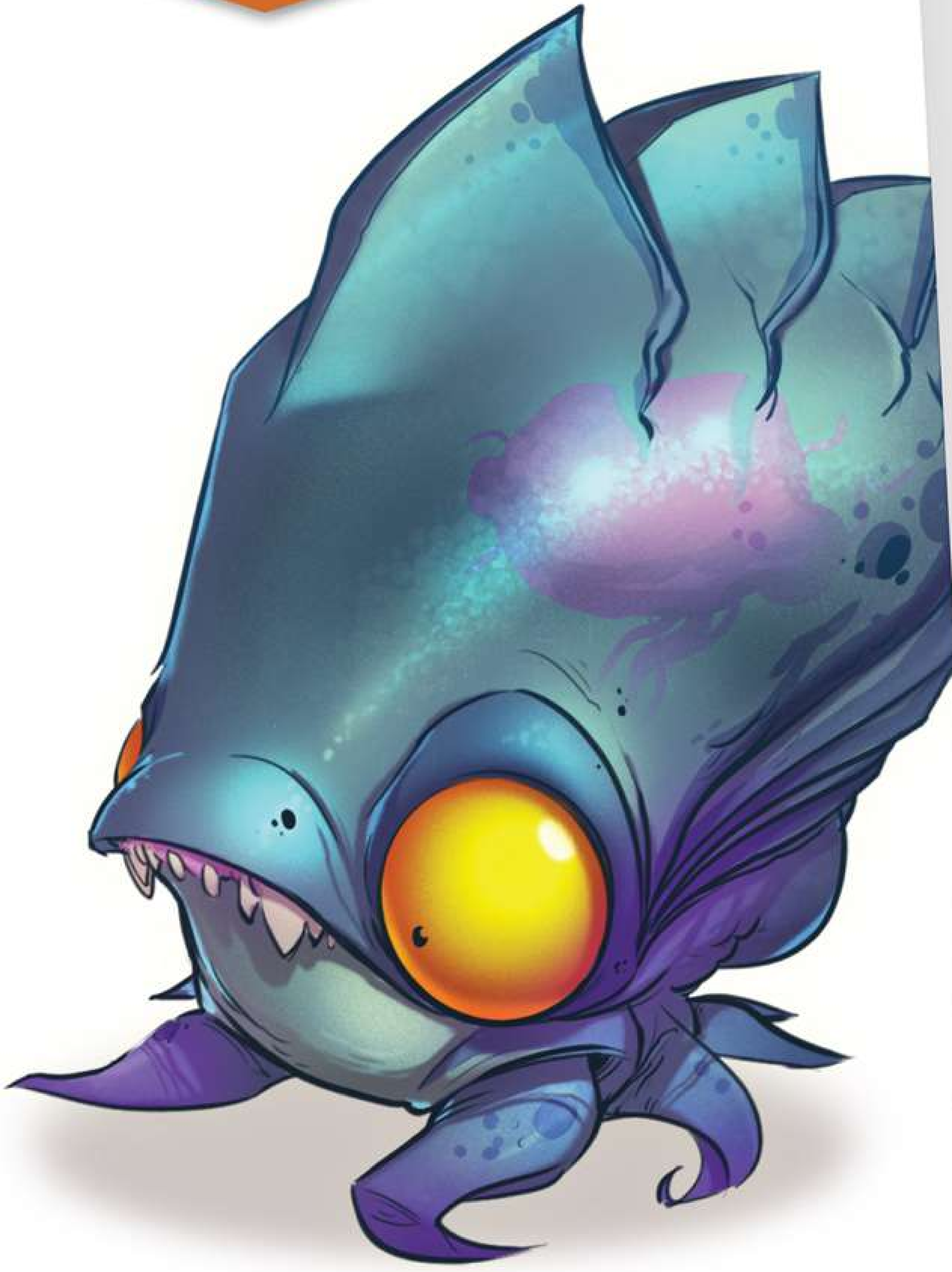




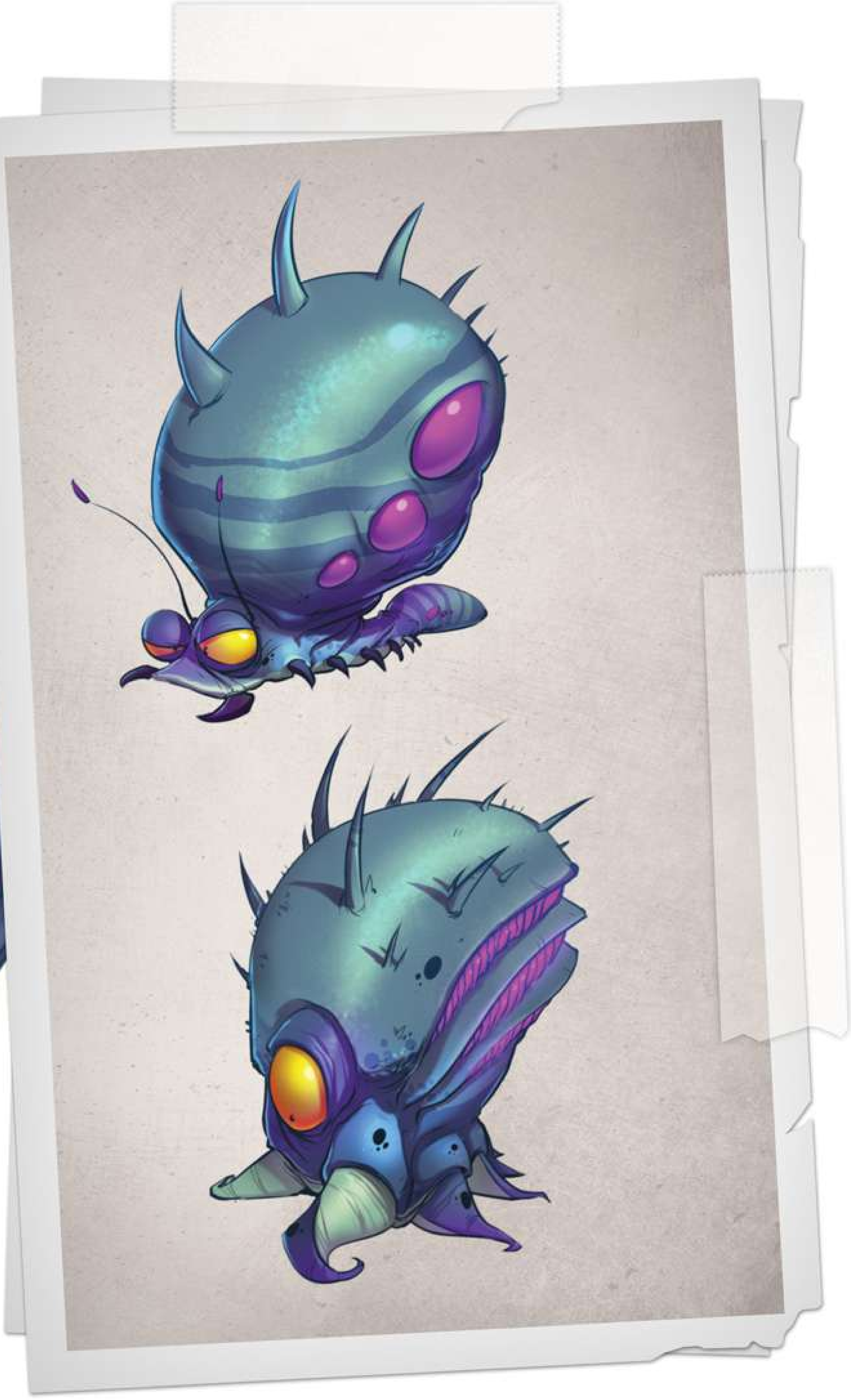
CROID JOURNALS

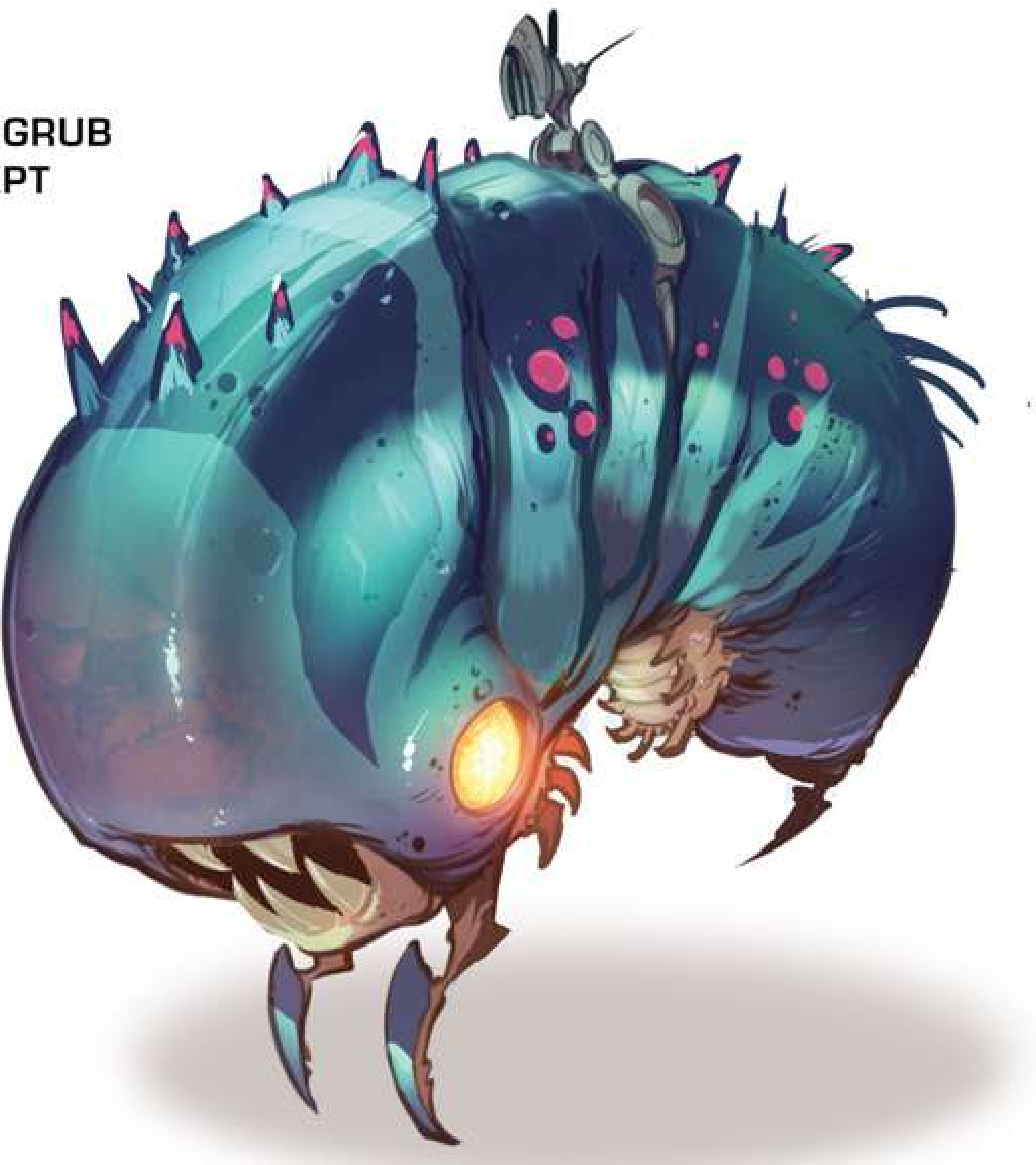
A series of 2-D animated plates told the Creature Collector's backstory.



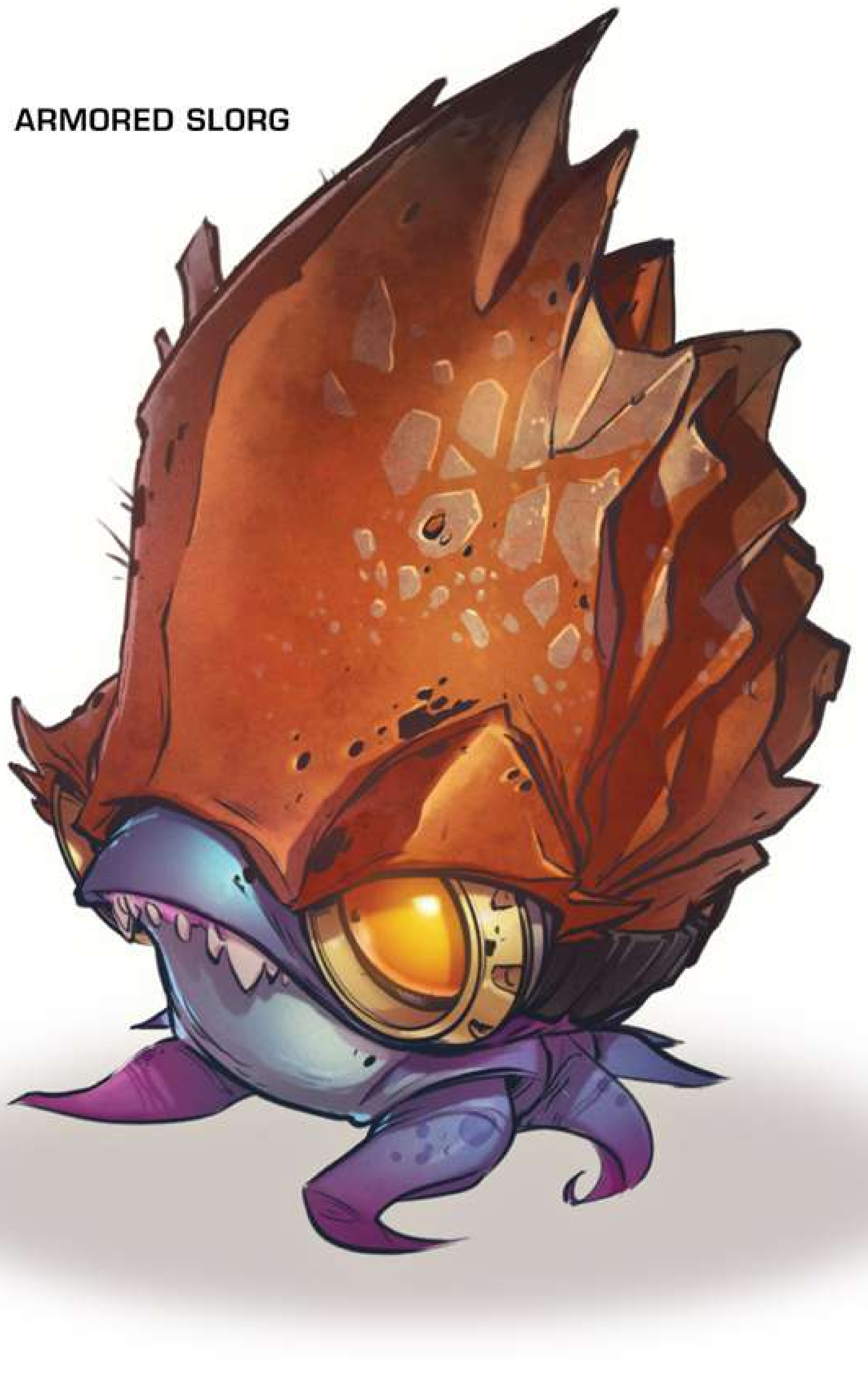


SLORG

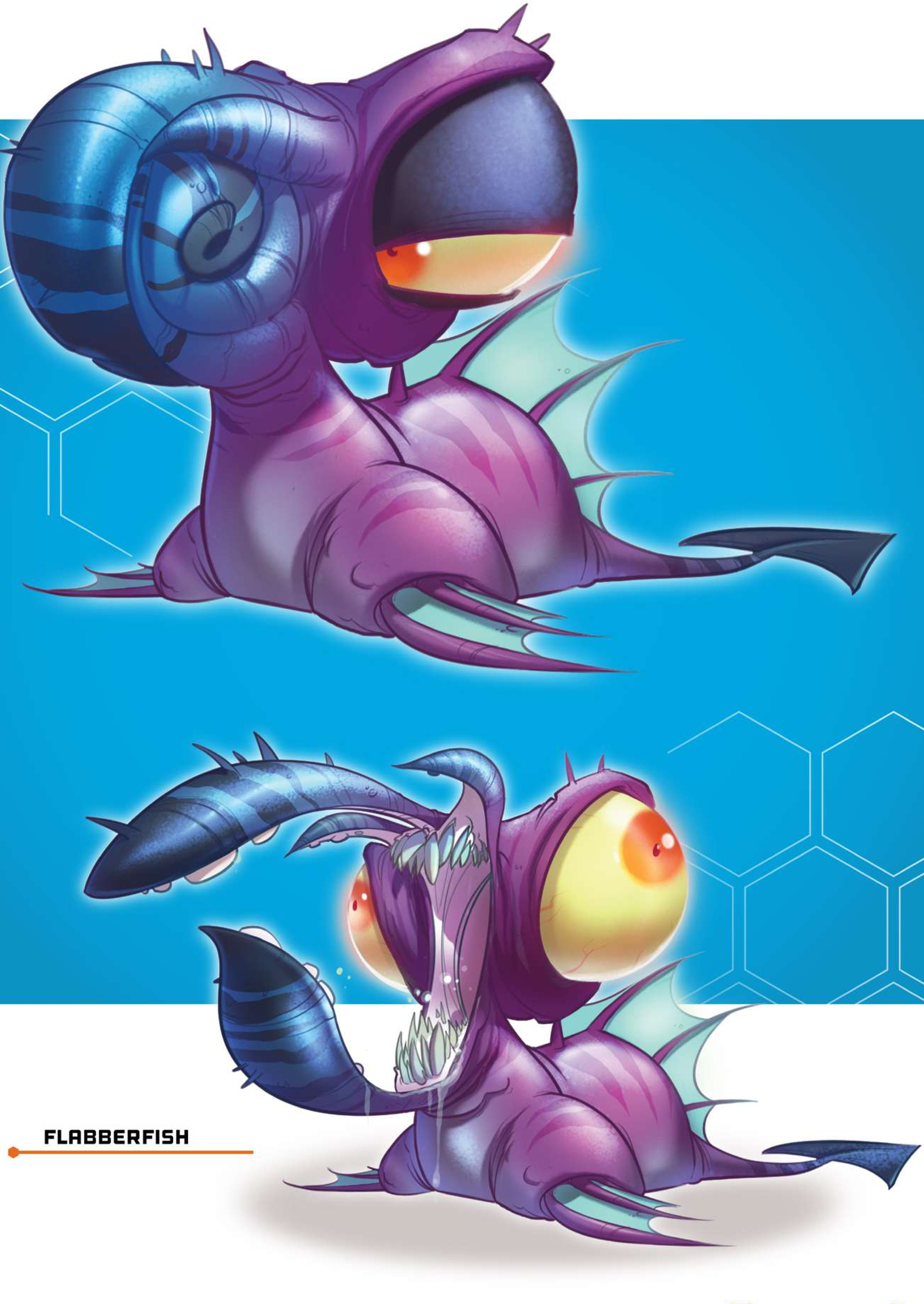




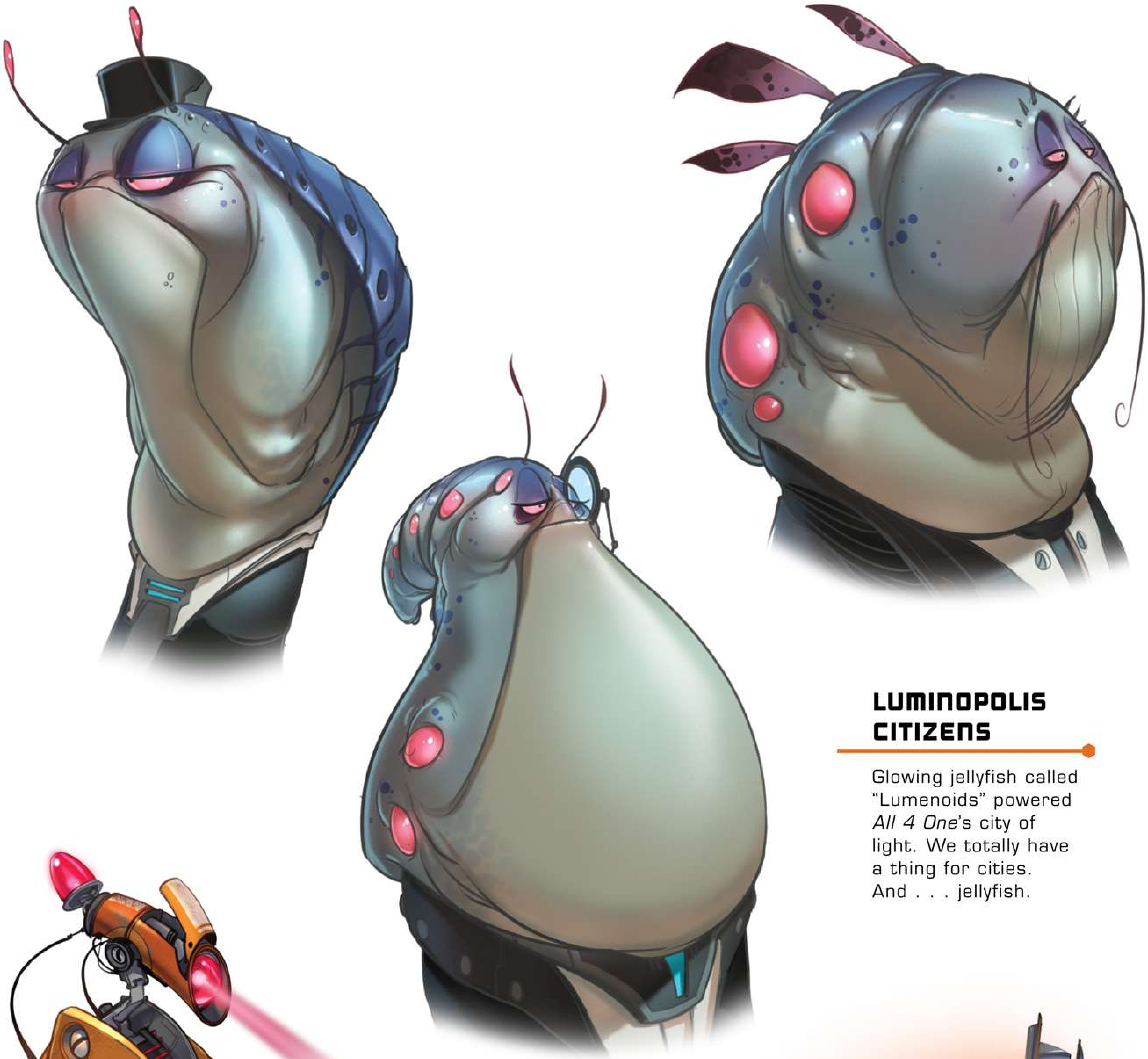
DREADGRUB CONCEPT



ARMORED SLORG

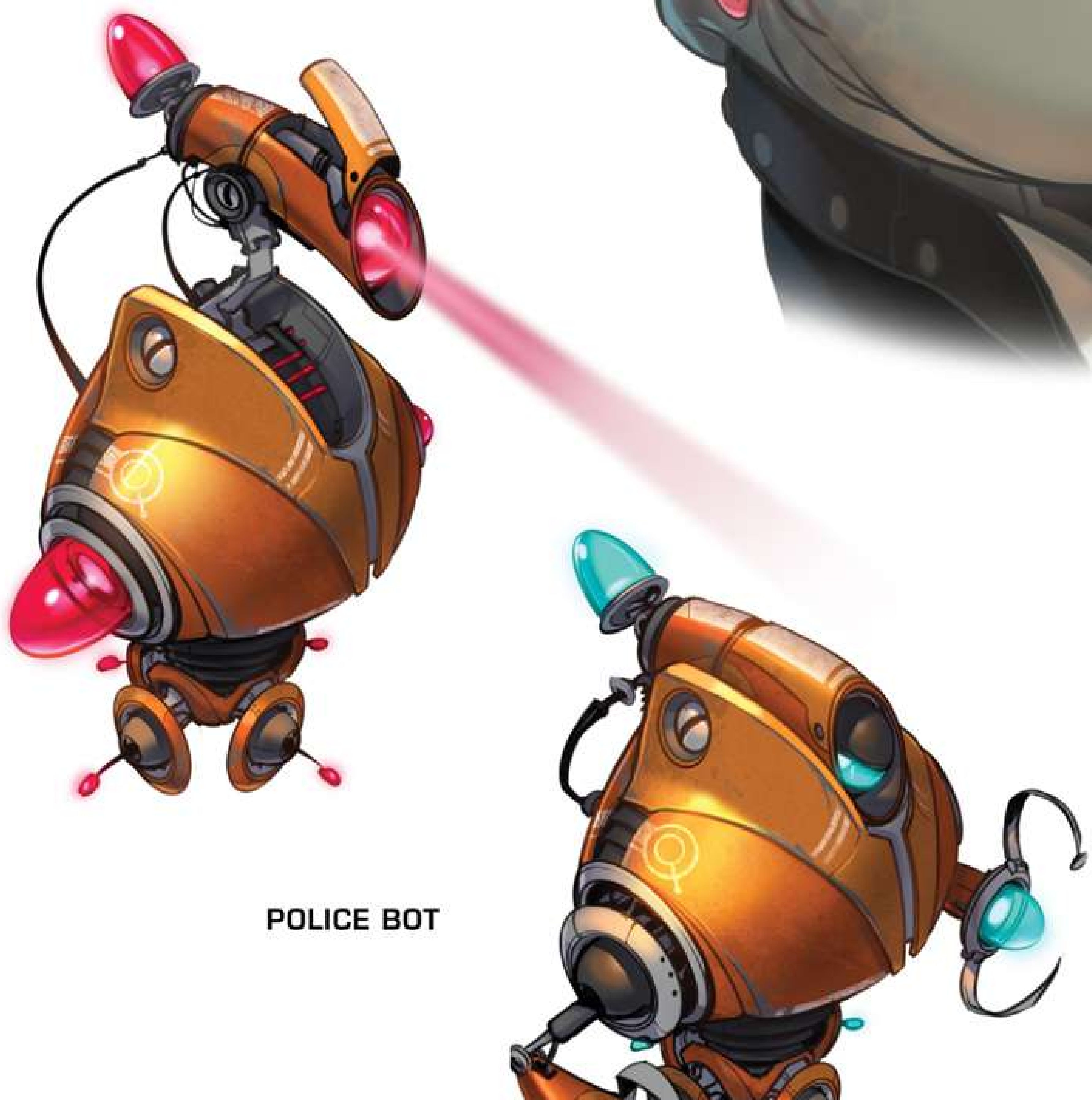


FLABBERFISH

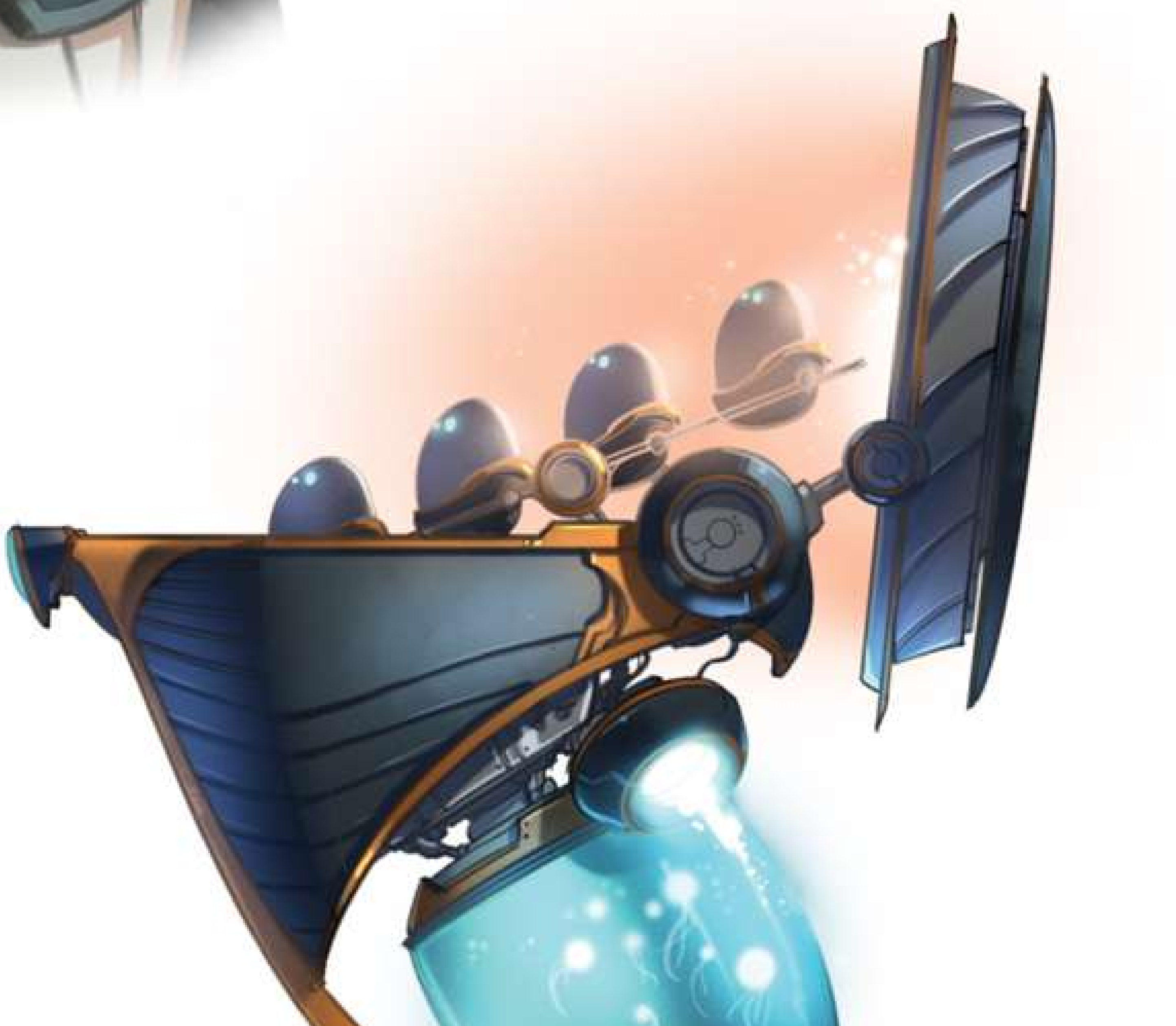


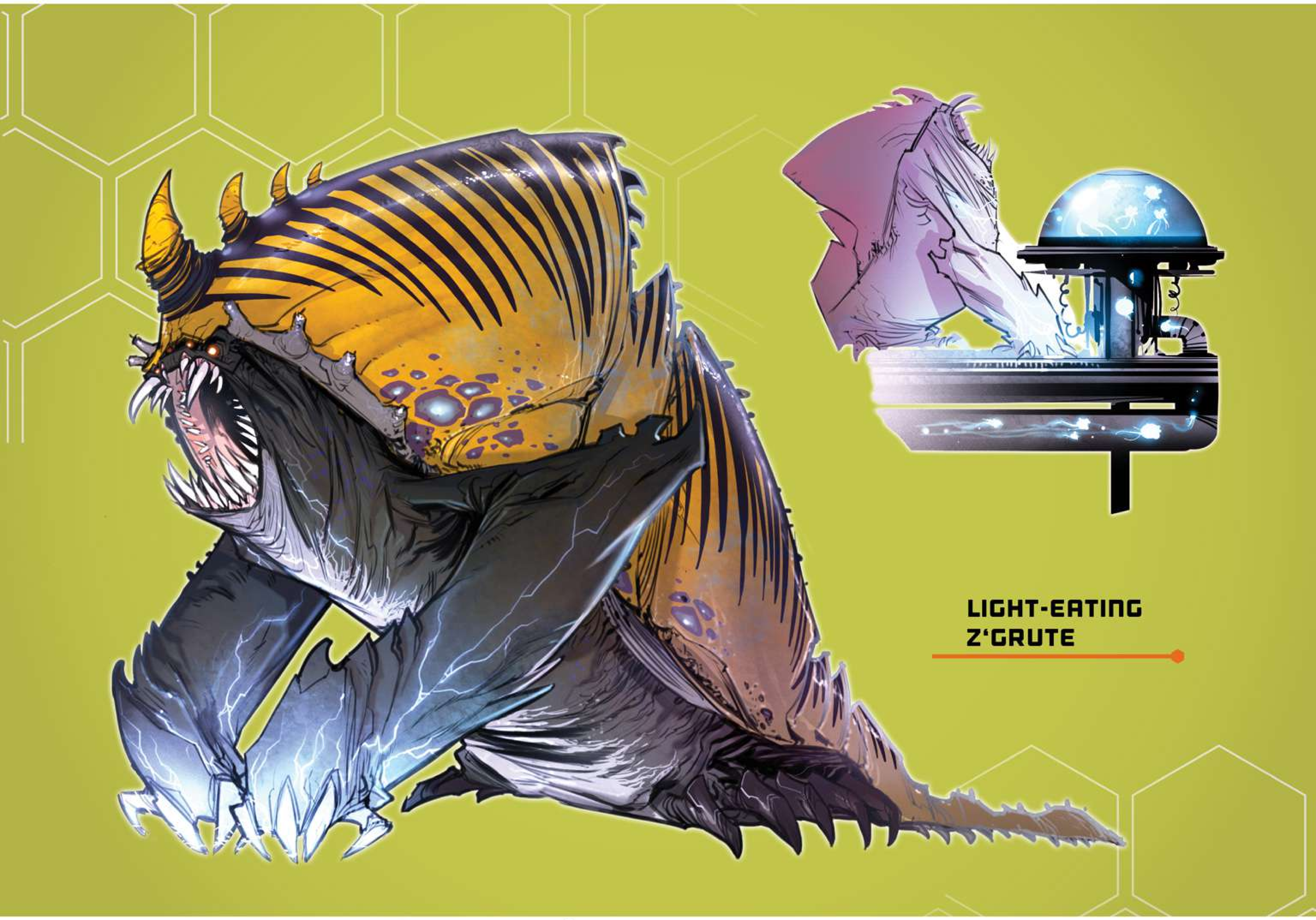
LUMINOPOLIS CITIZENS

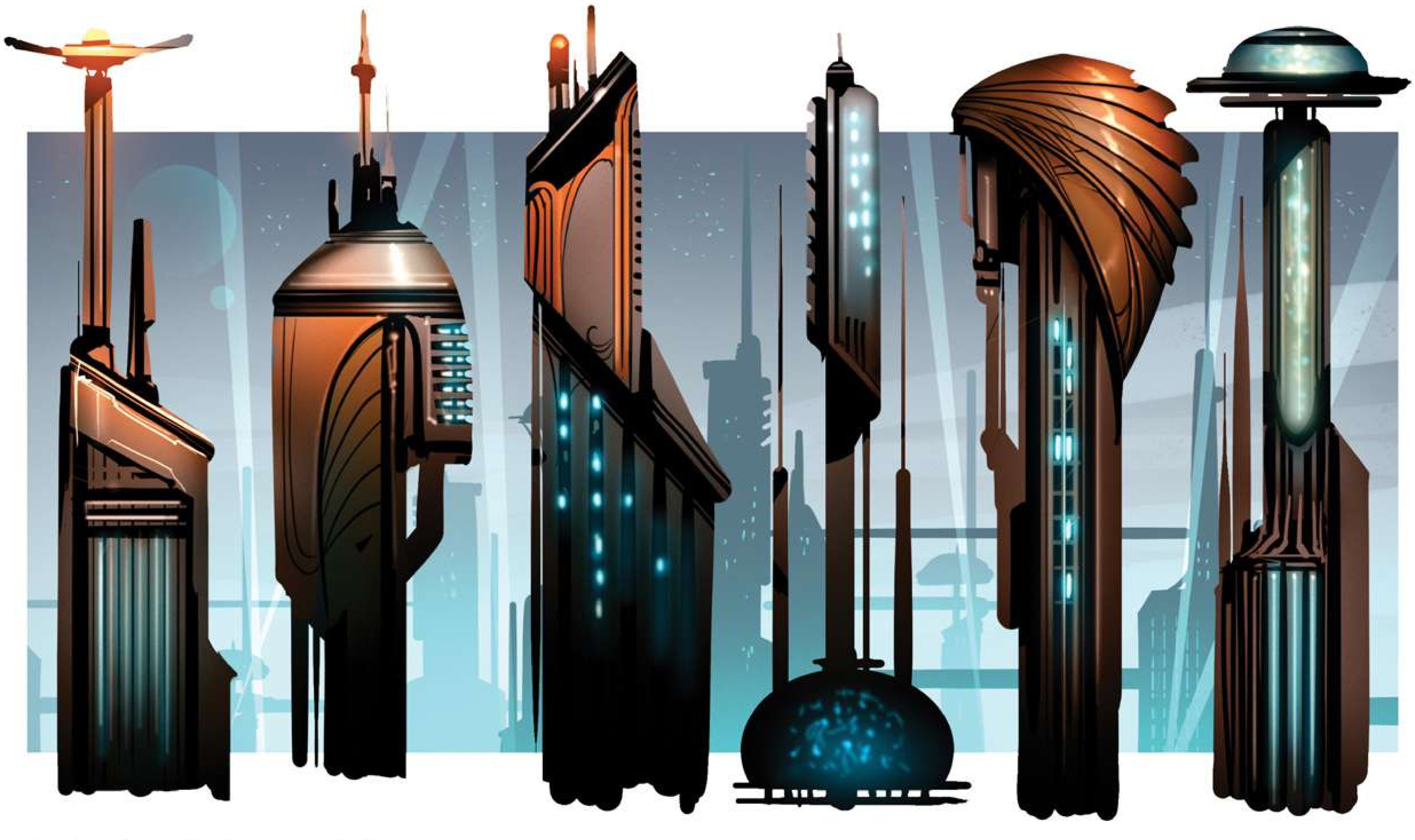
Glowing jellyfish called "Lumenoids" powered *All 4 One*'s city of light. We totally have a thing for cities. And . . . jellyfish.



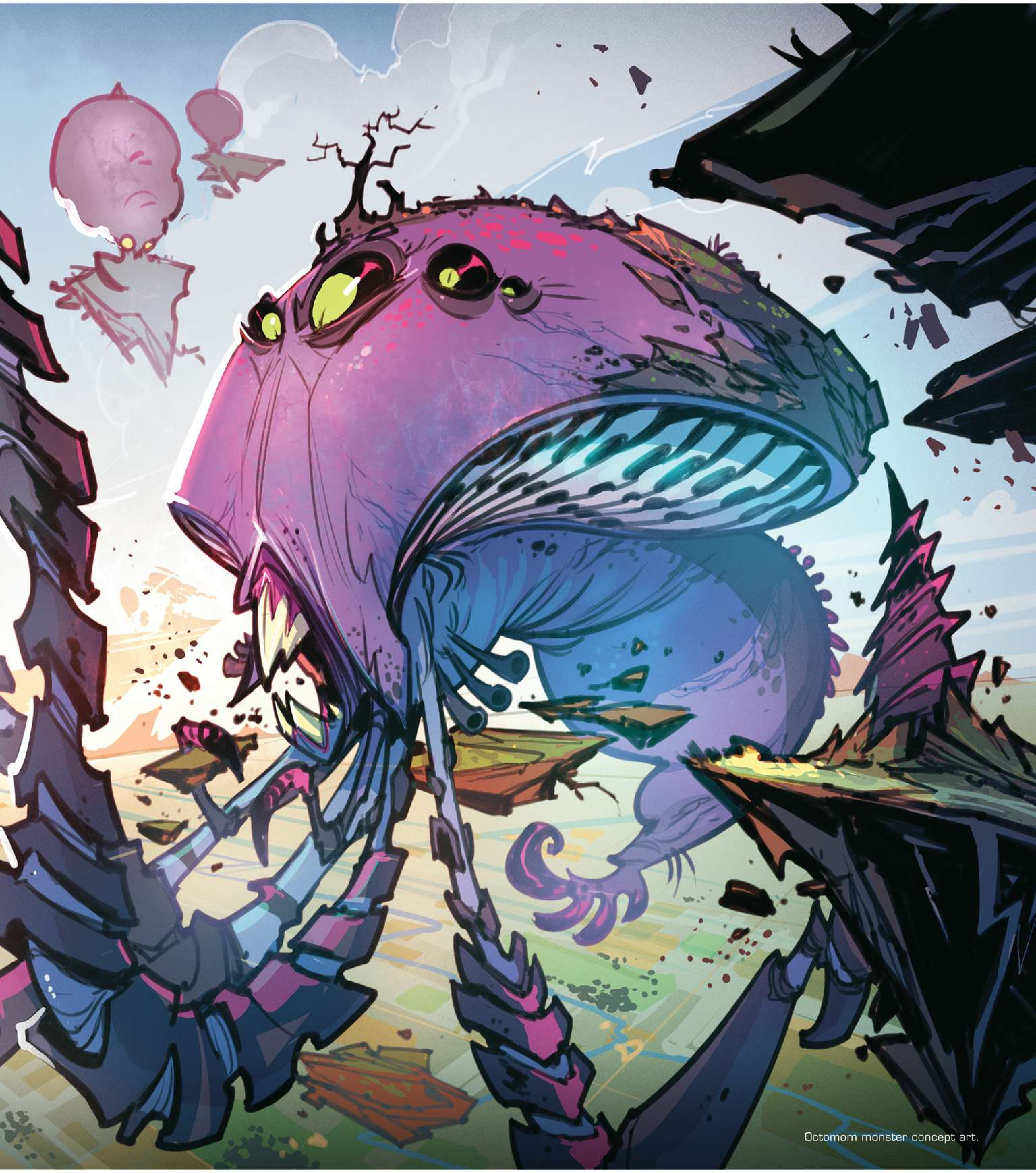
POLICE BOT



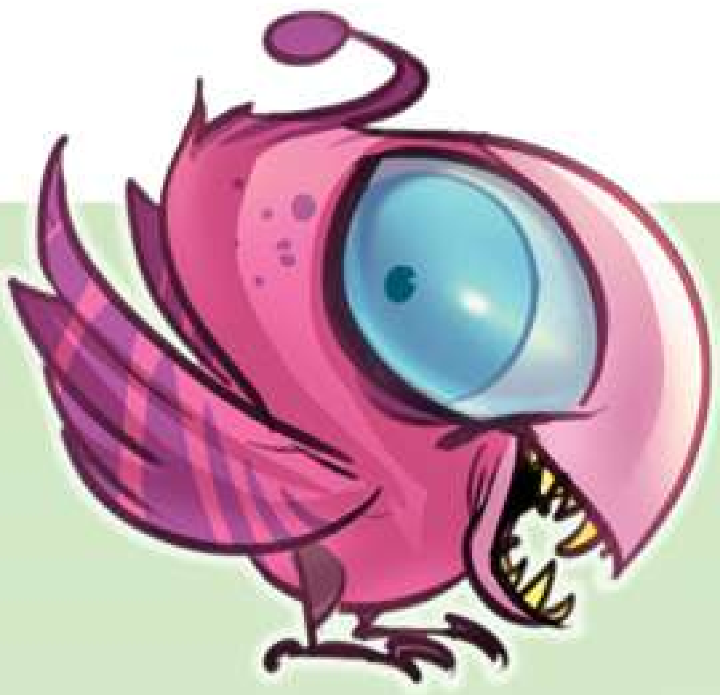
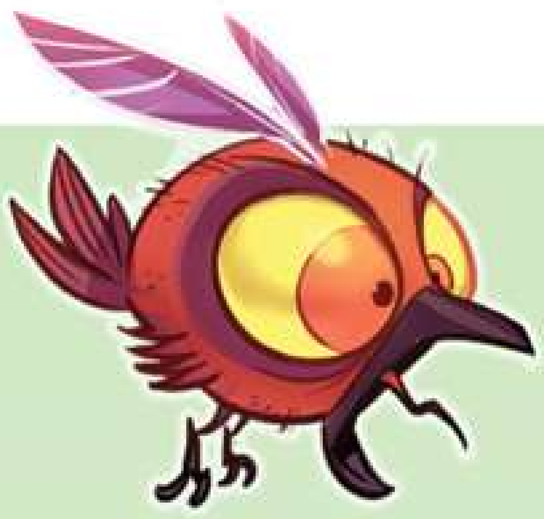
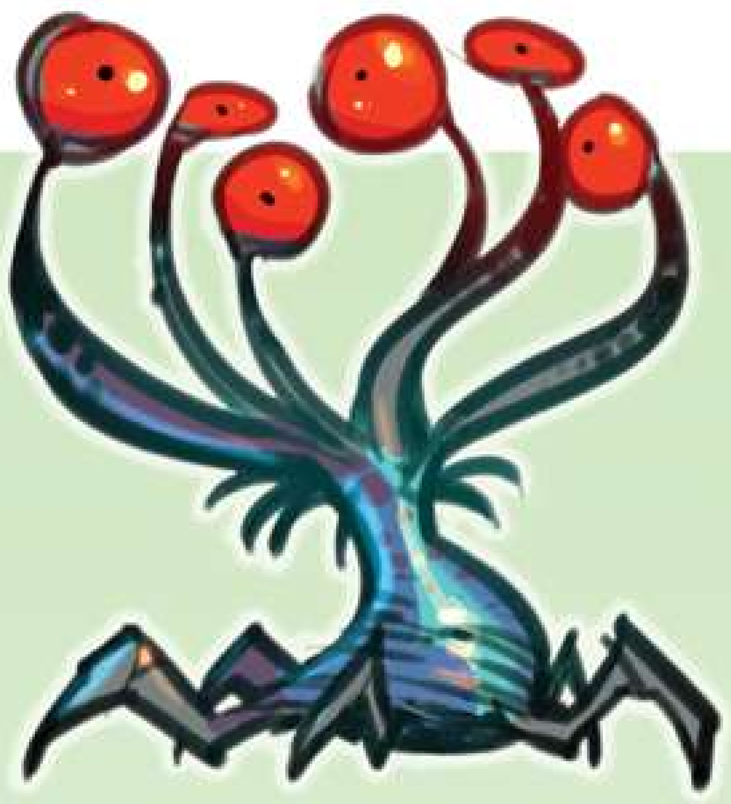
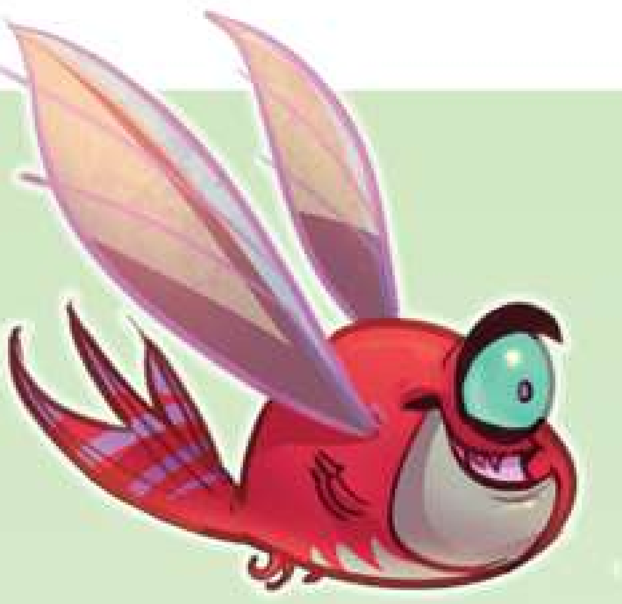
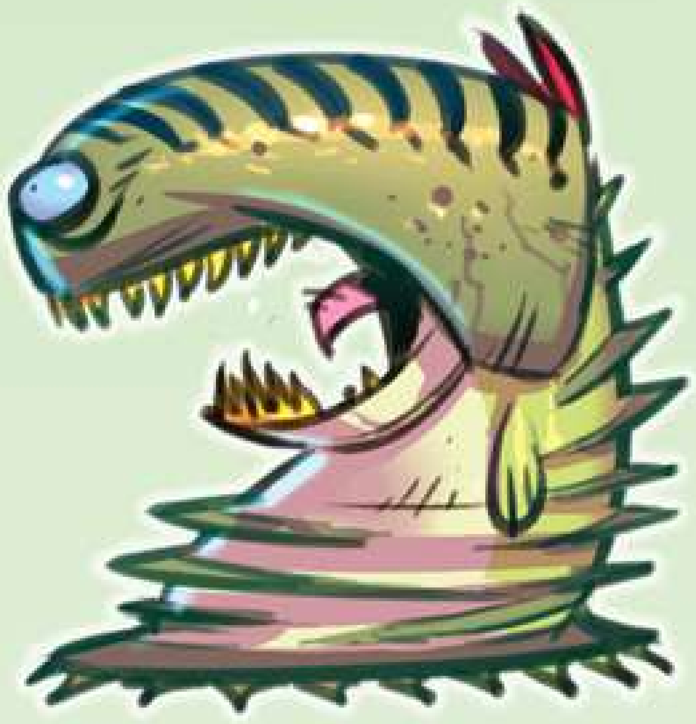
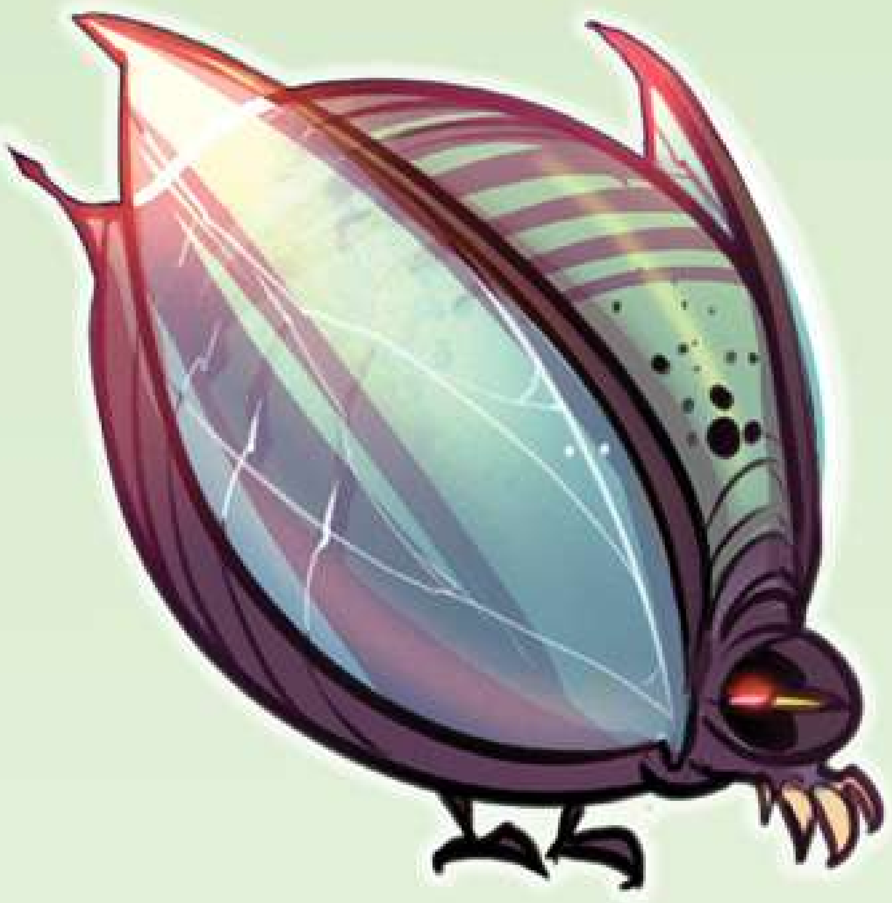
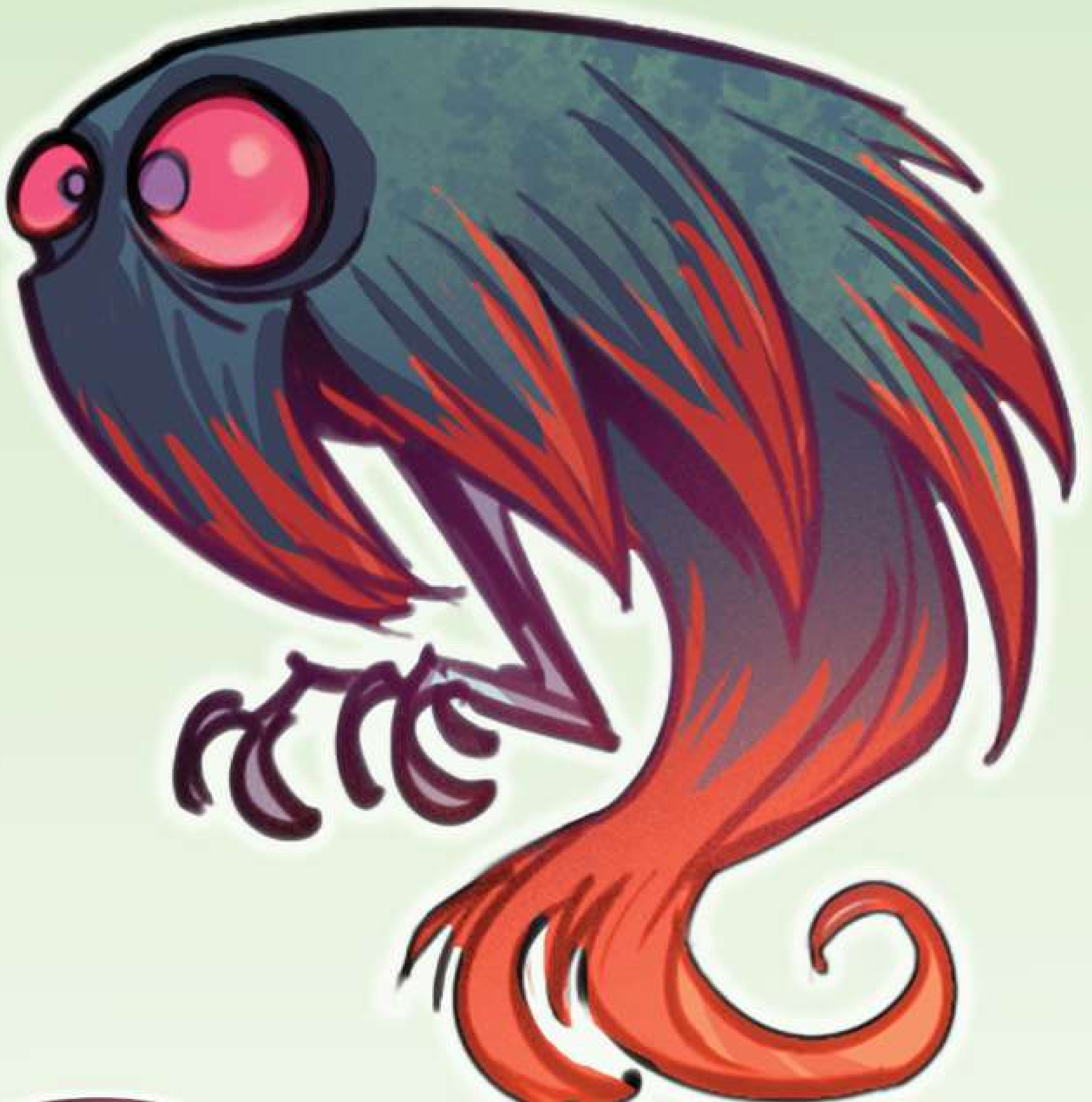
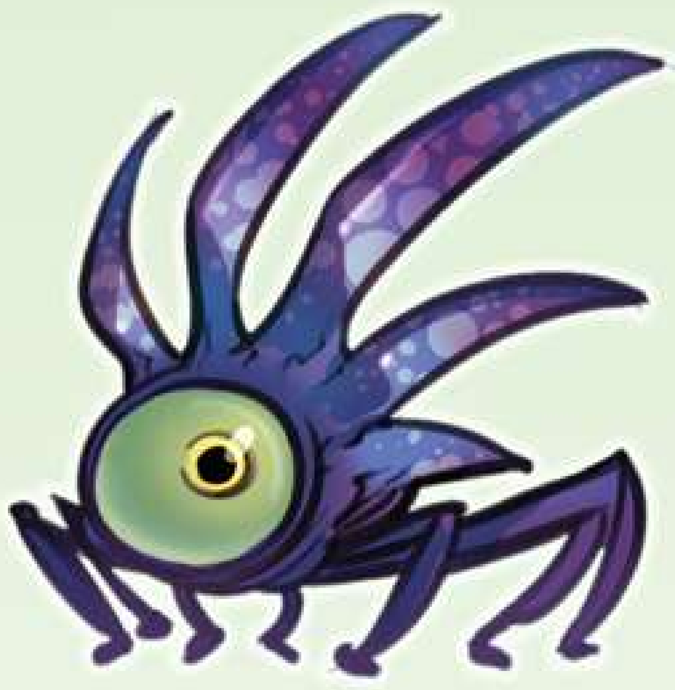
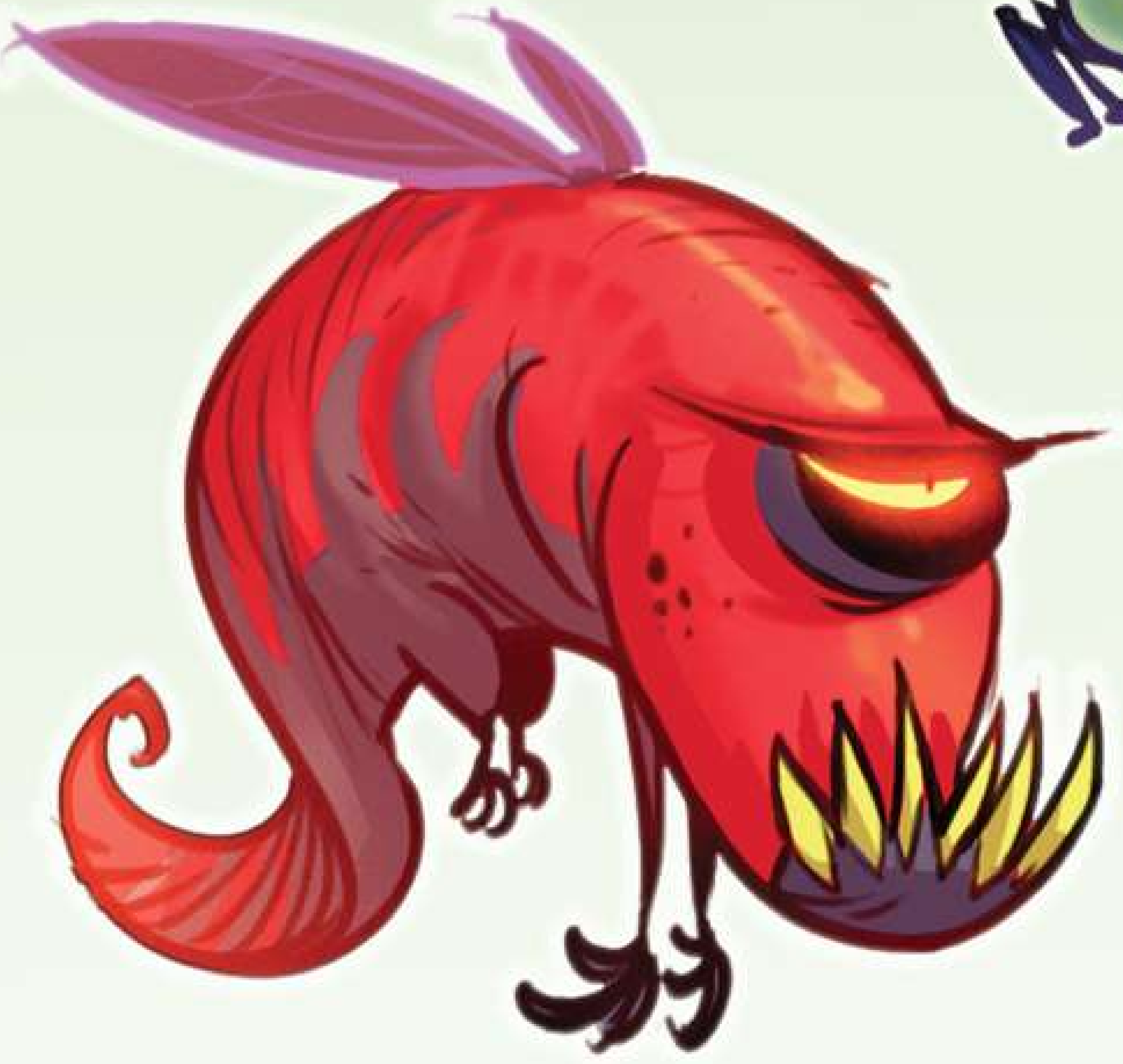
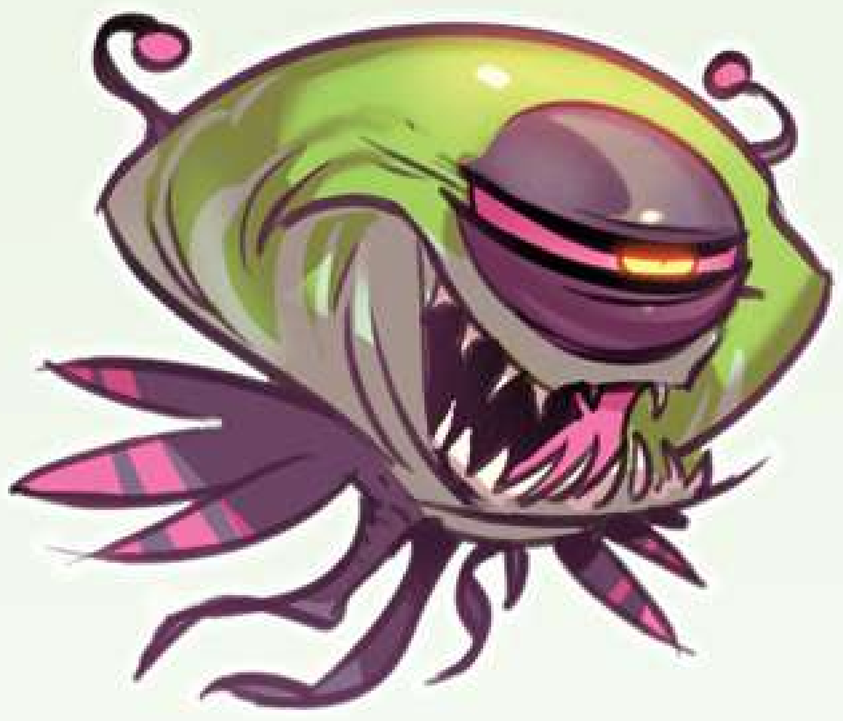
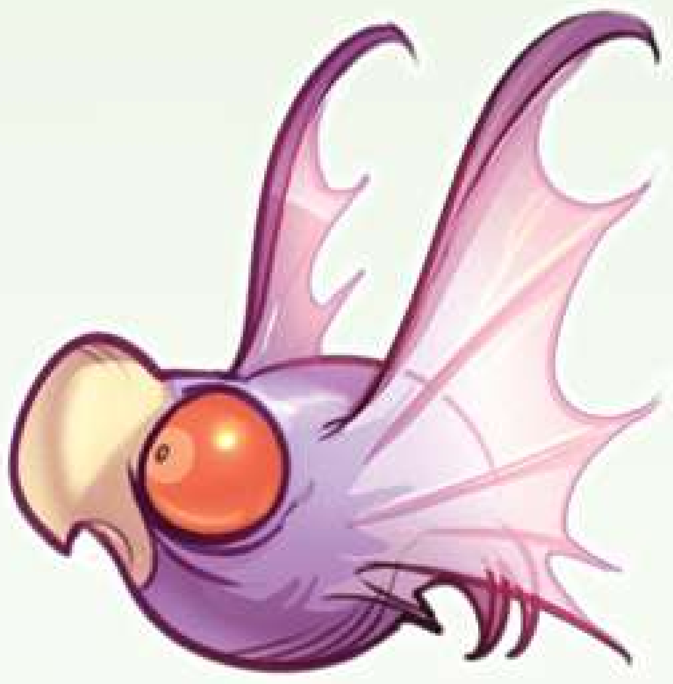
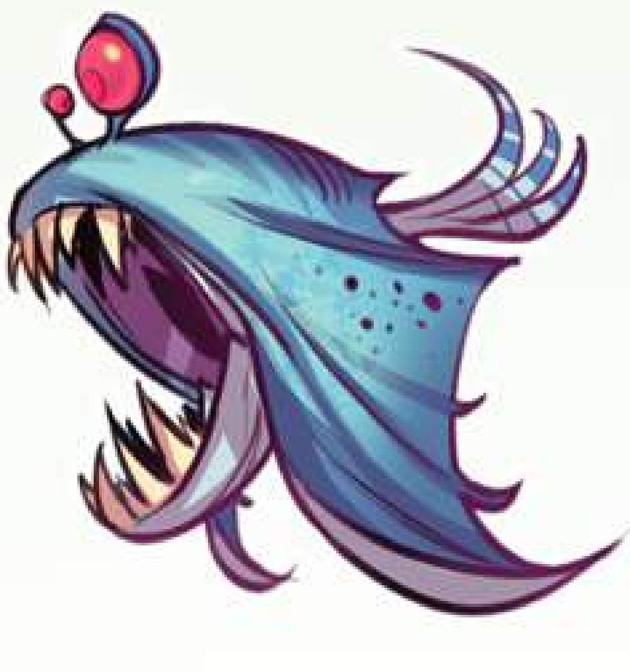
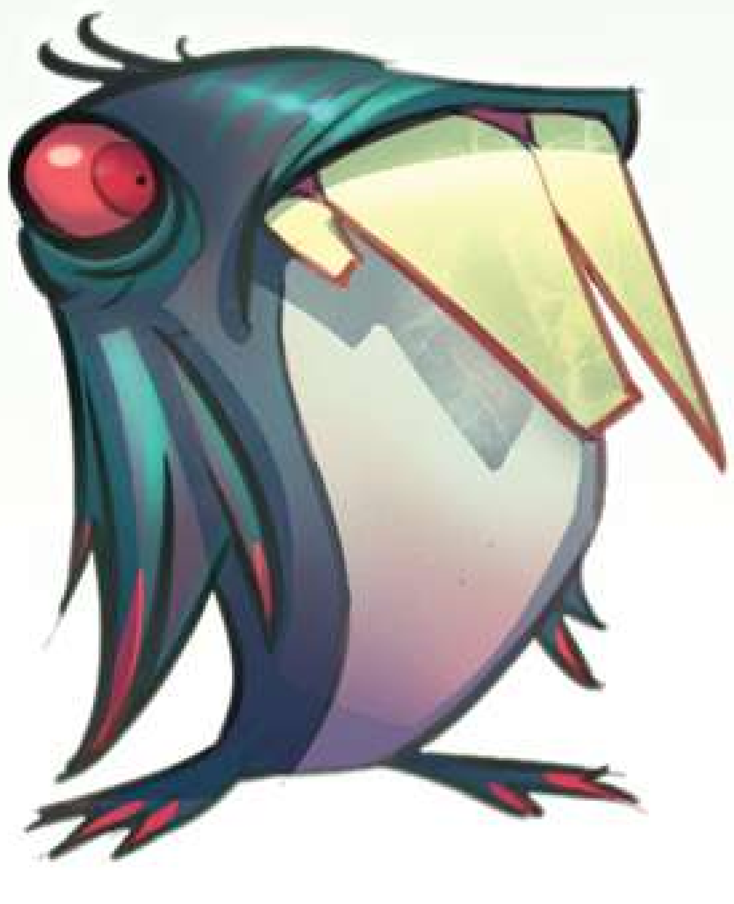
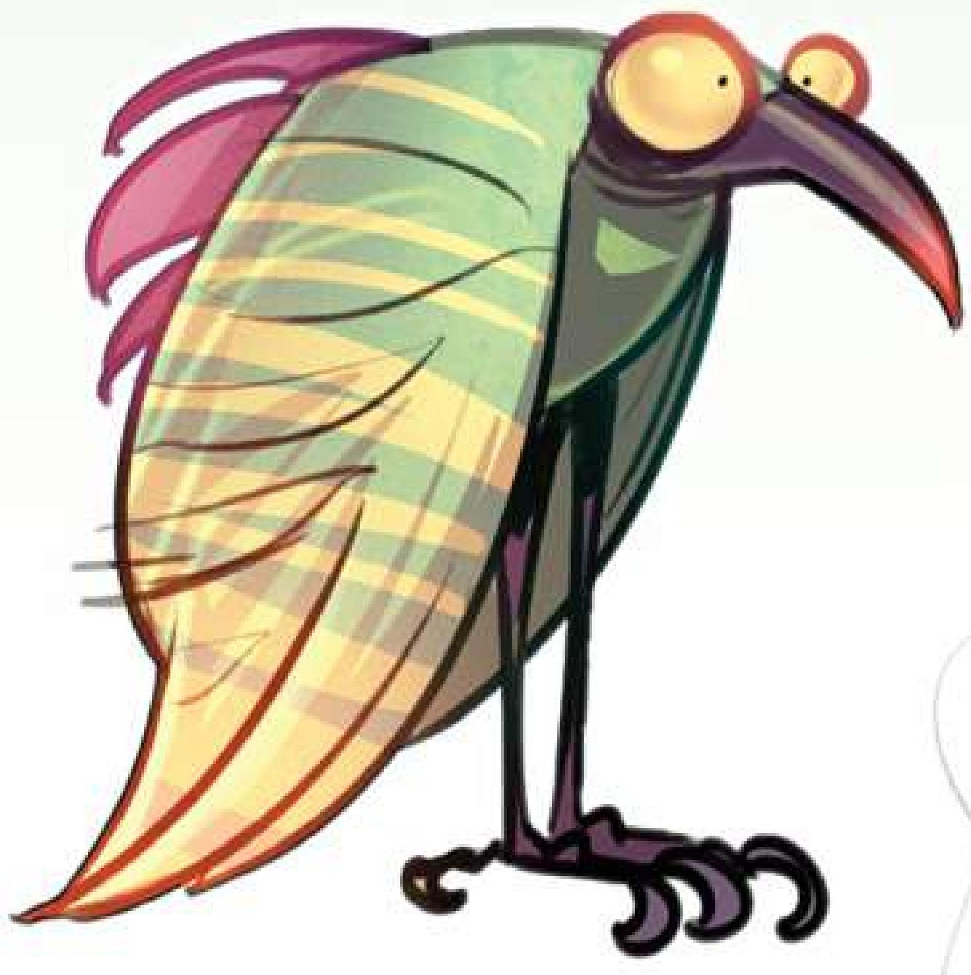
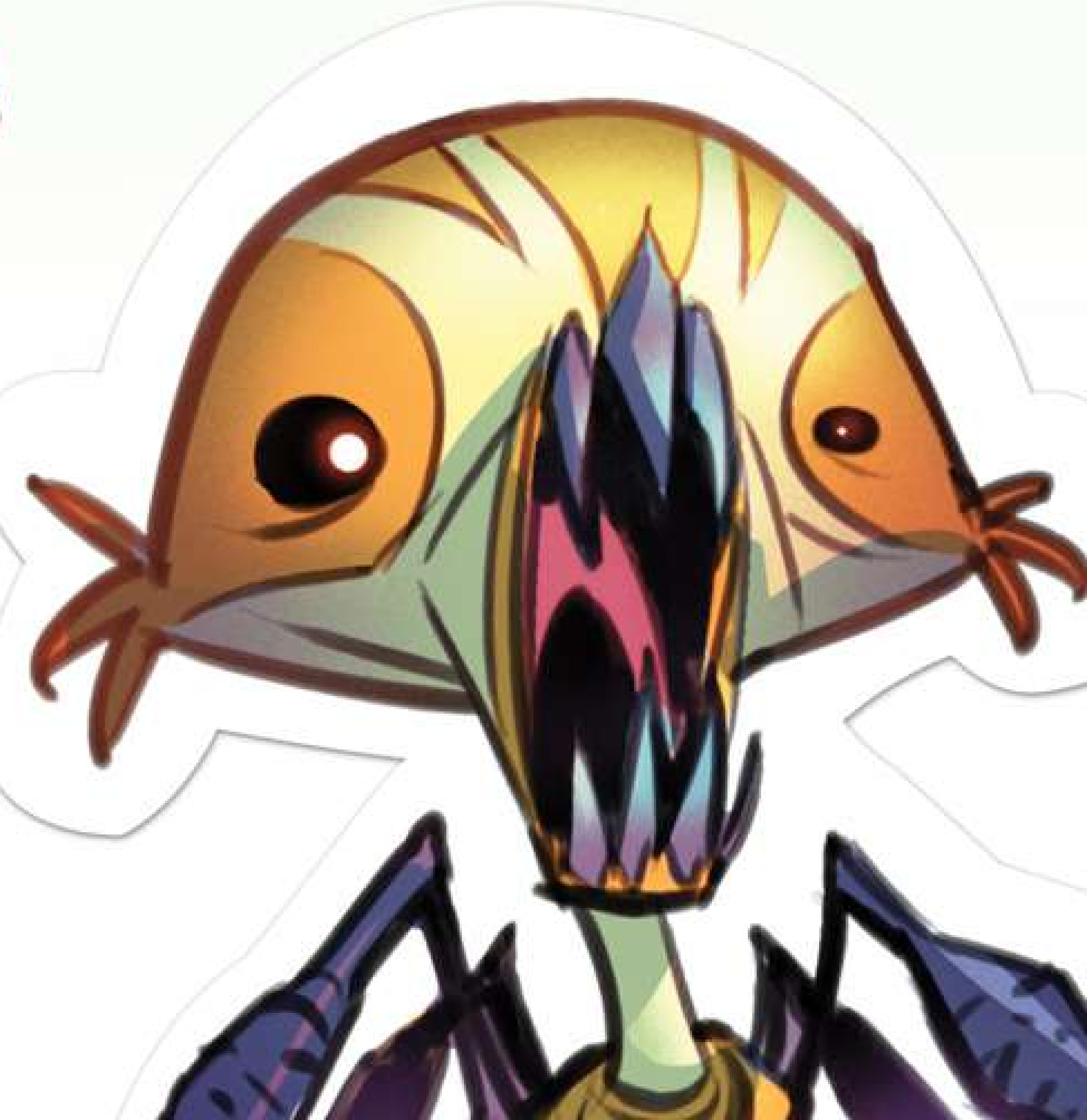

LIGHT-EATING
Z'GRUTE

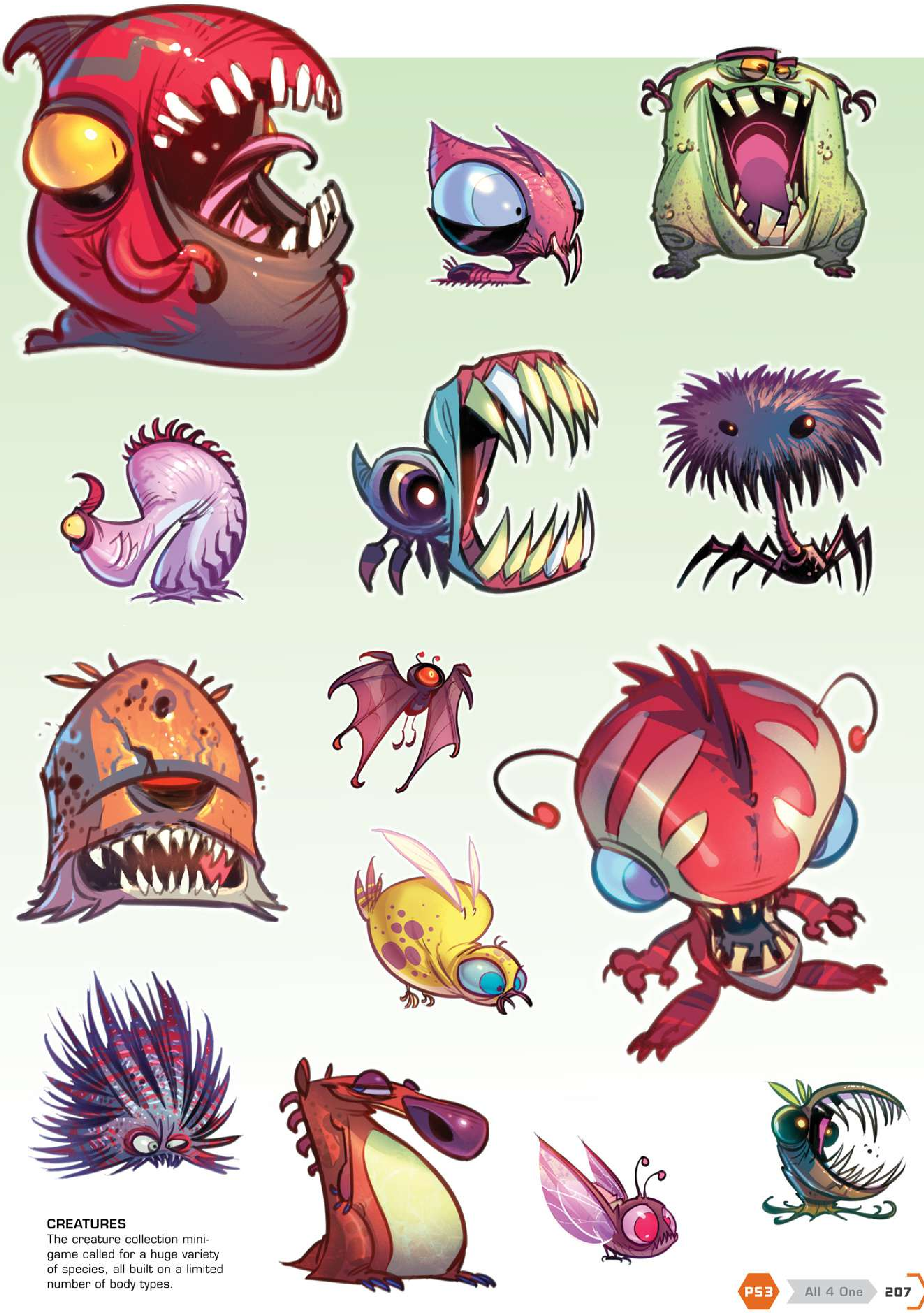


Luminopolis architecture concept art.

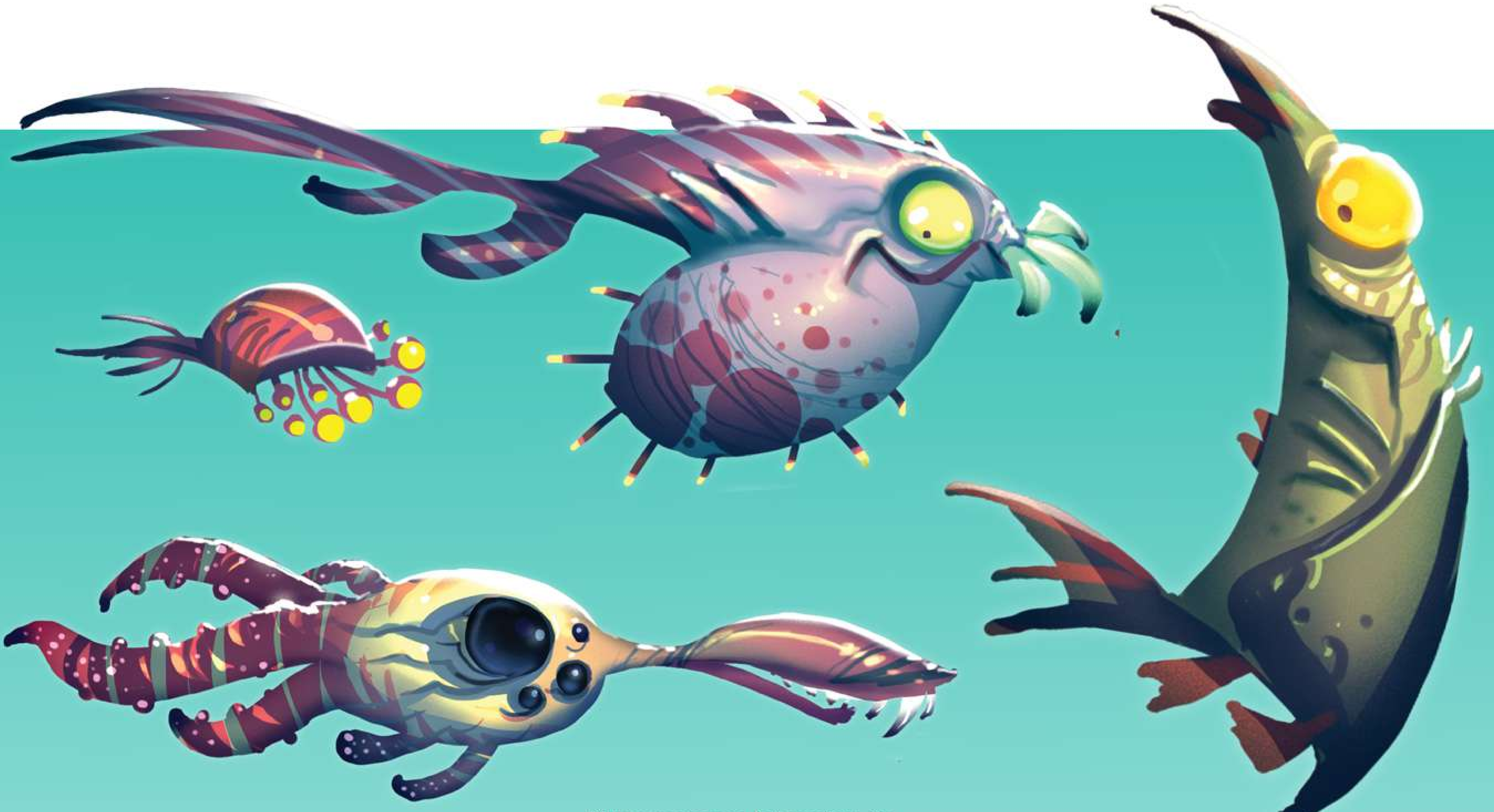


Octomom monster concept art.

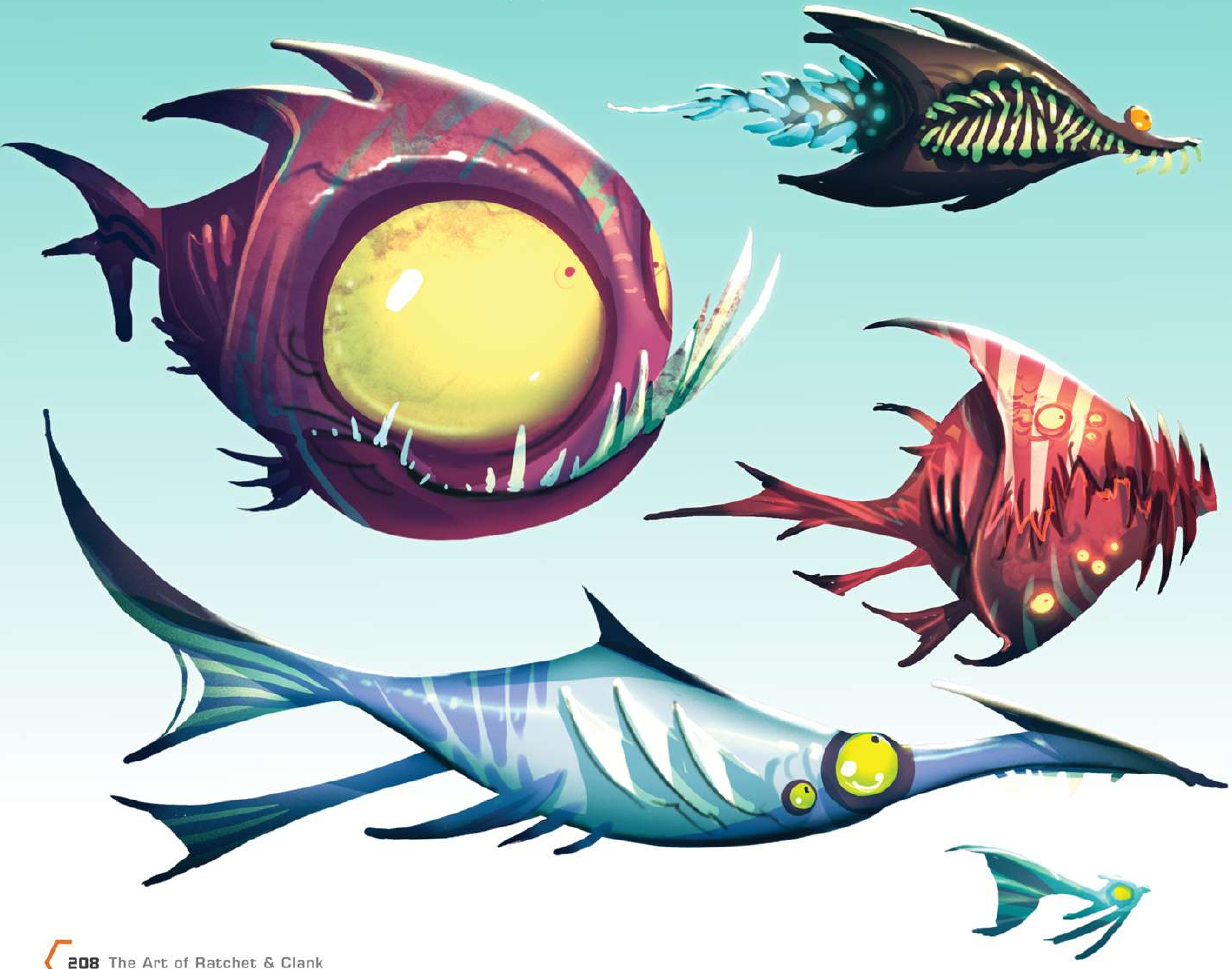
















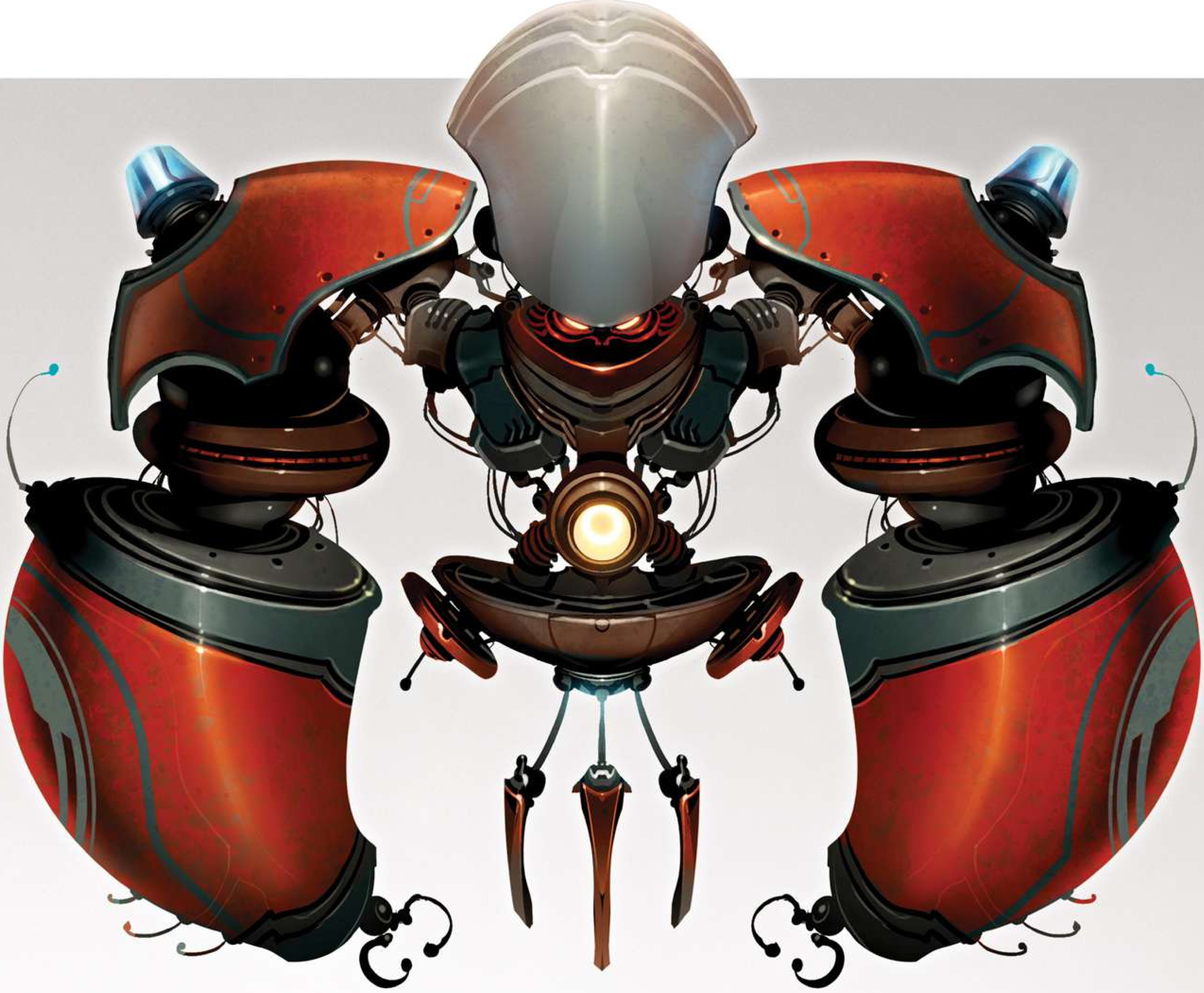


CREATURES
The creature collection mini-game called for a huge variety of species, all built on a limited number of body types.



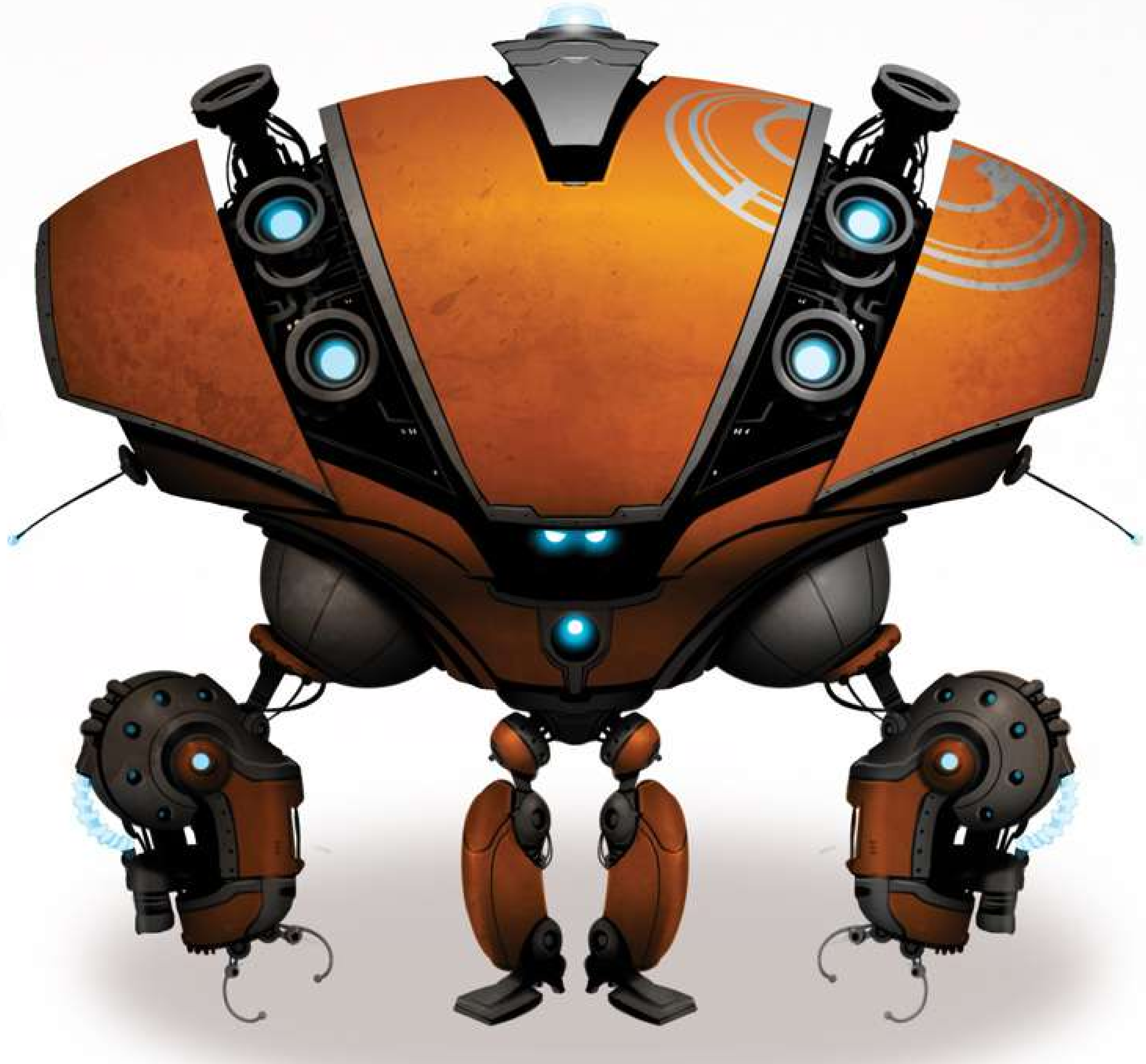
Not your average fish market, the galaxy is home to varied sea life.

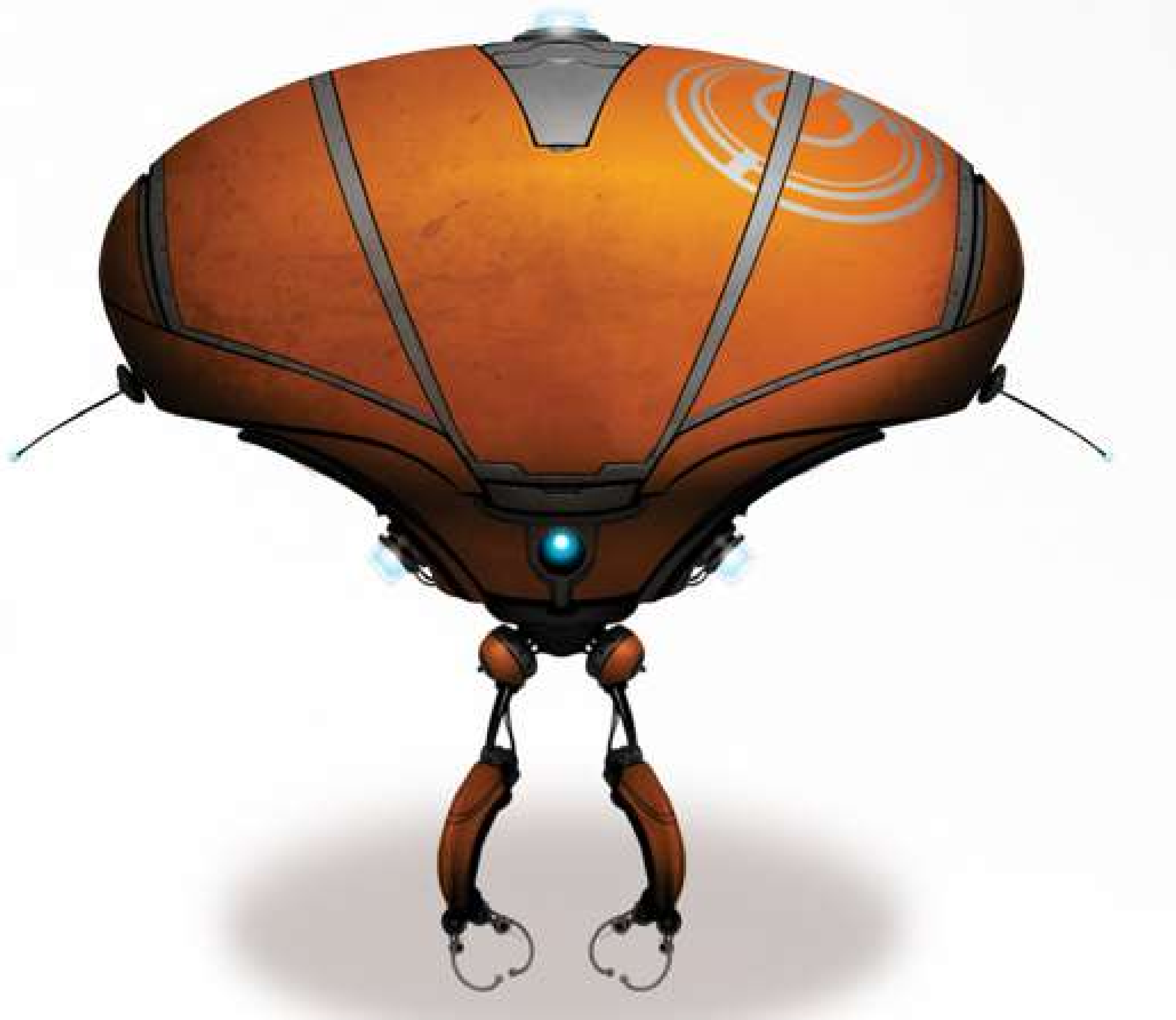


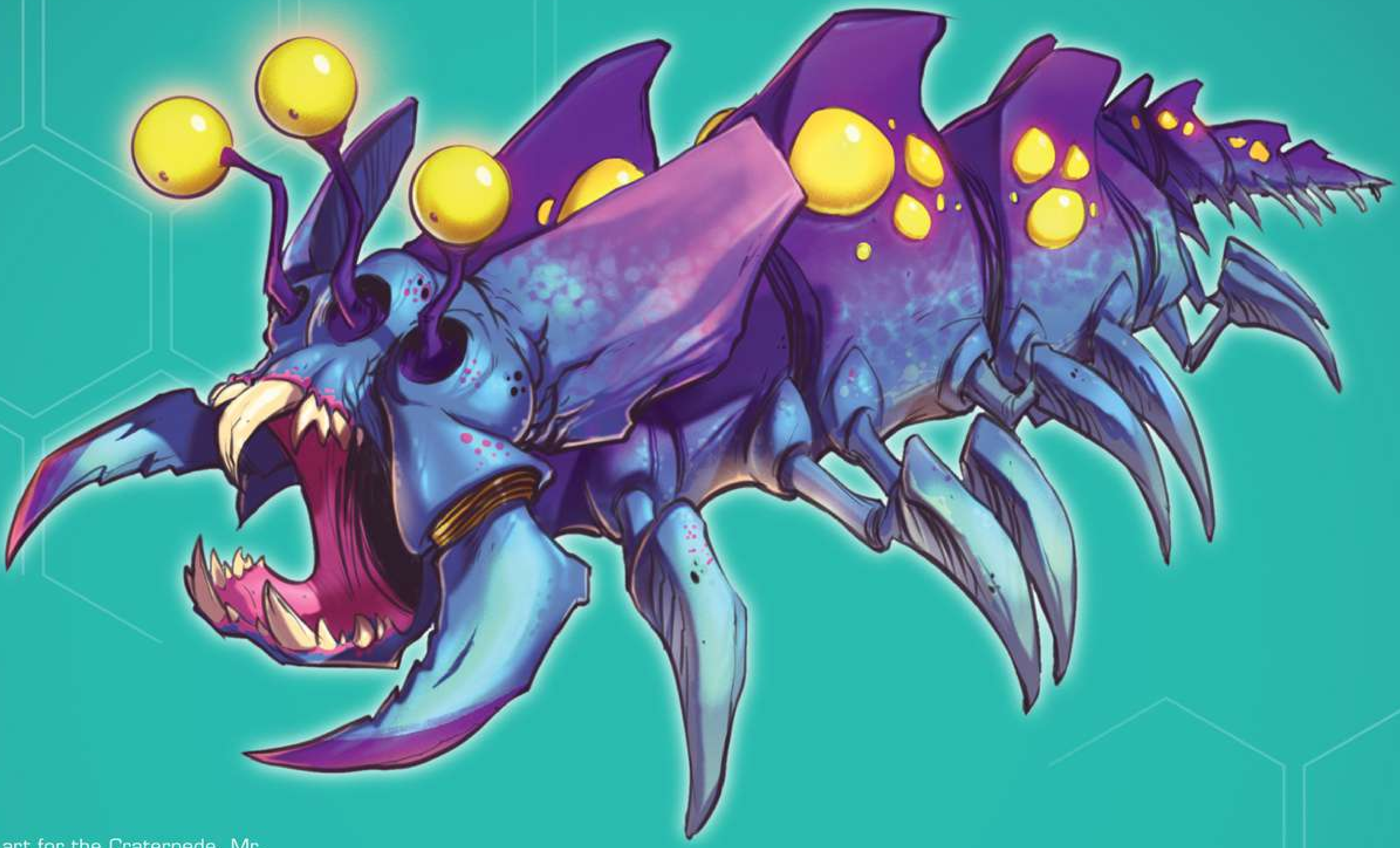


GUARDIANS

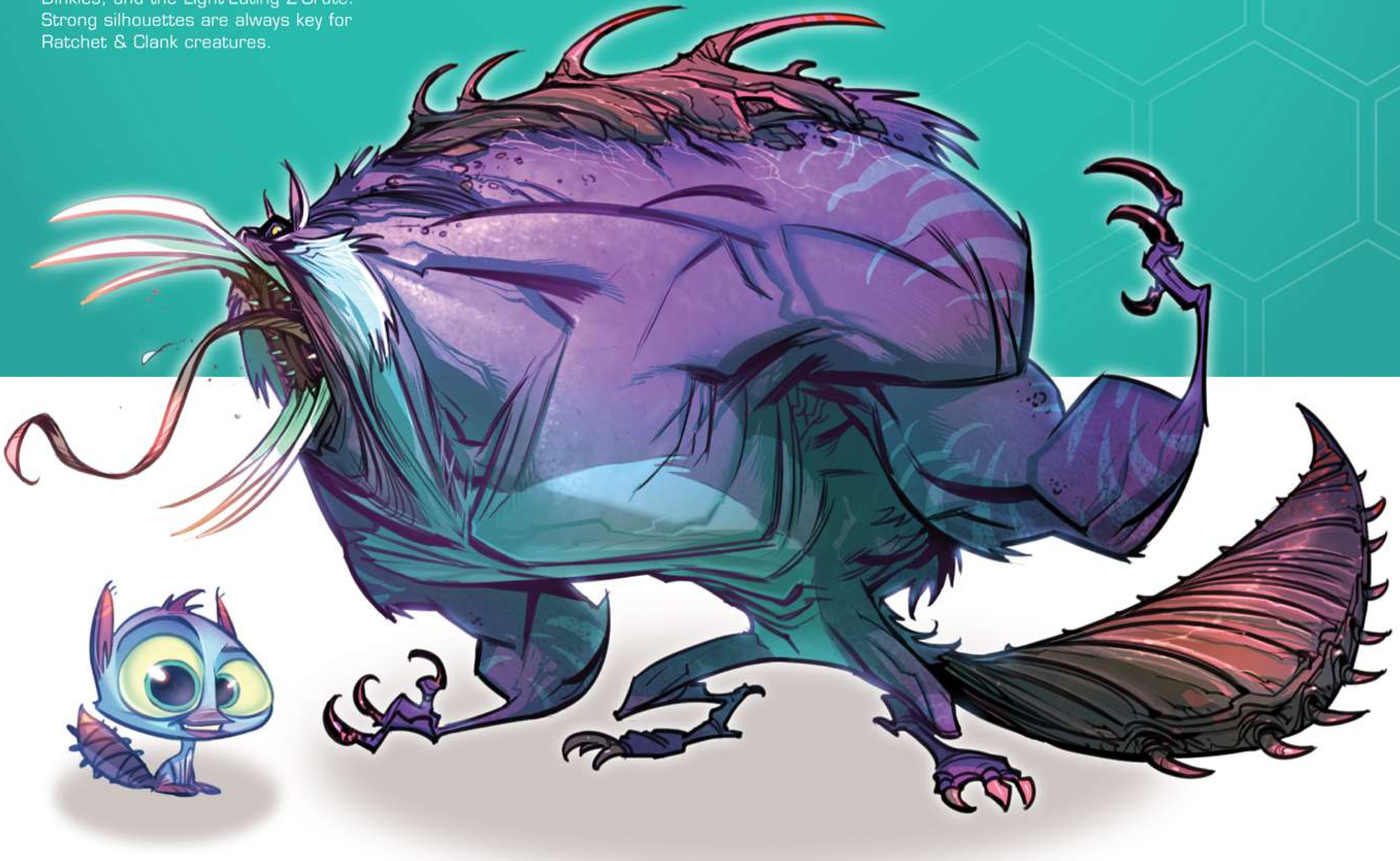
Loyal servants of the Creature Collector, these articulated bots served as some of our most complex transforming characters. Word on the street is that they pack a mean left hook.

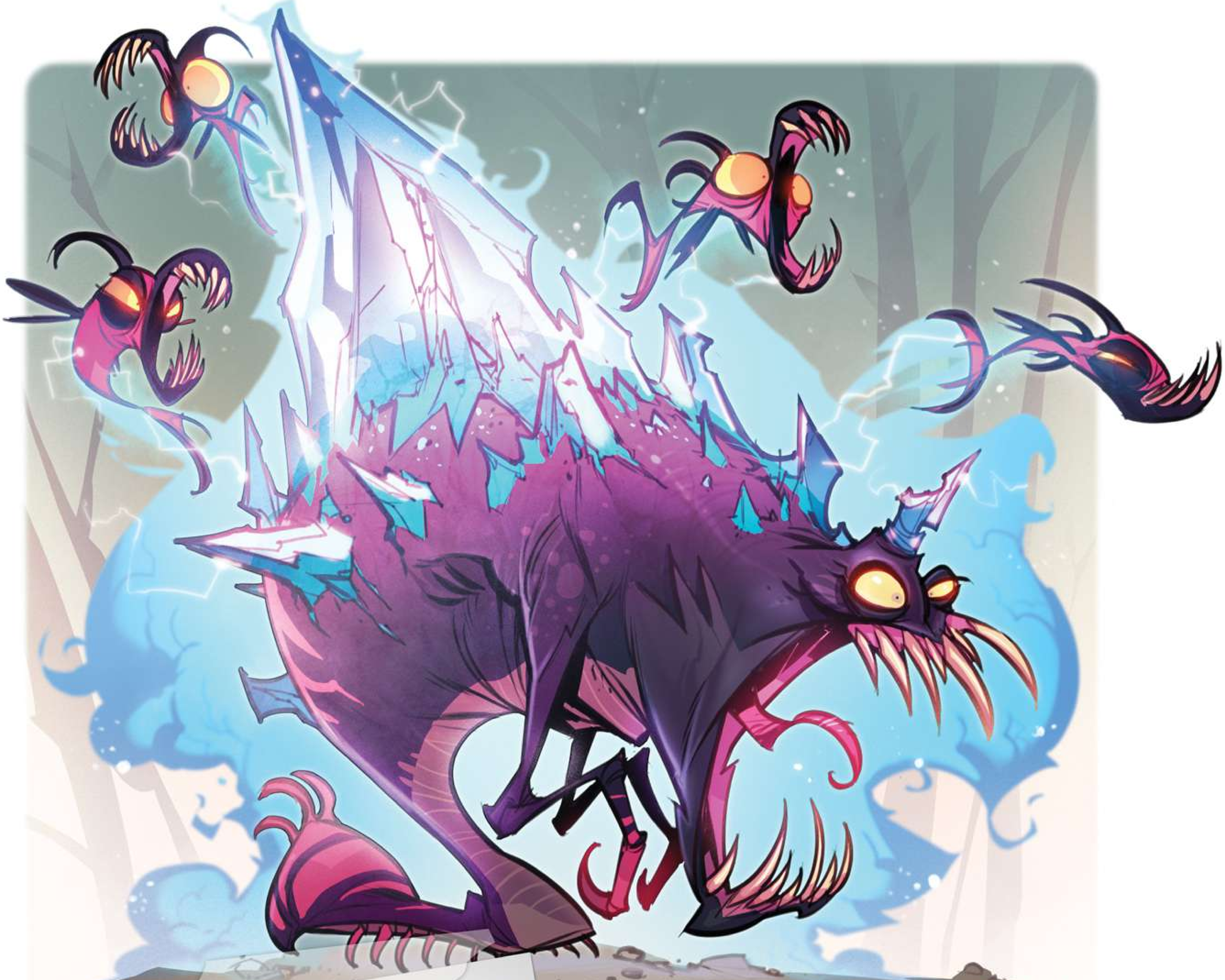


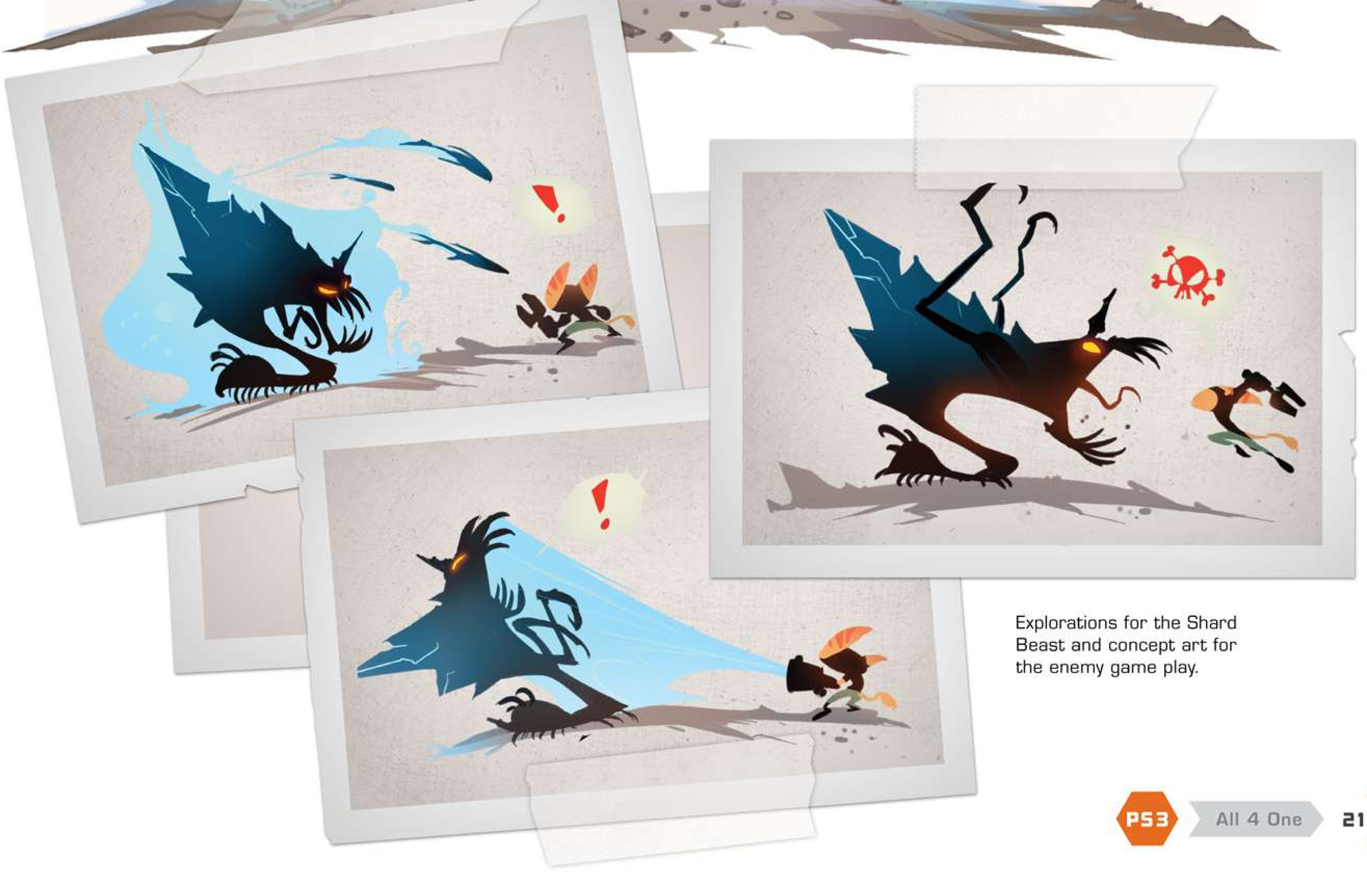




Concept art for the Craterpede, Mr. Dinkles, and the Light-Eating Z'Grute. Strong silhouettes are always key for Ratchet & Clank creatures.



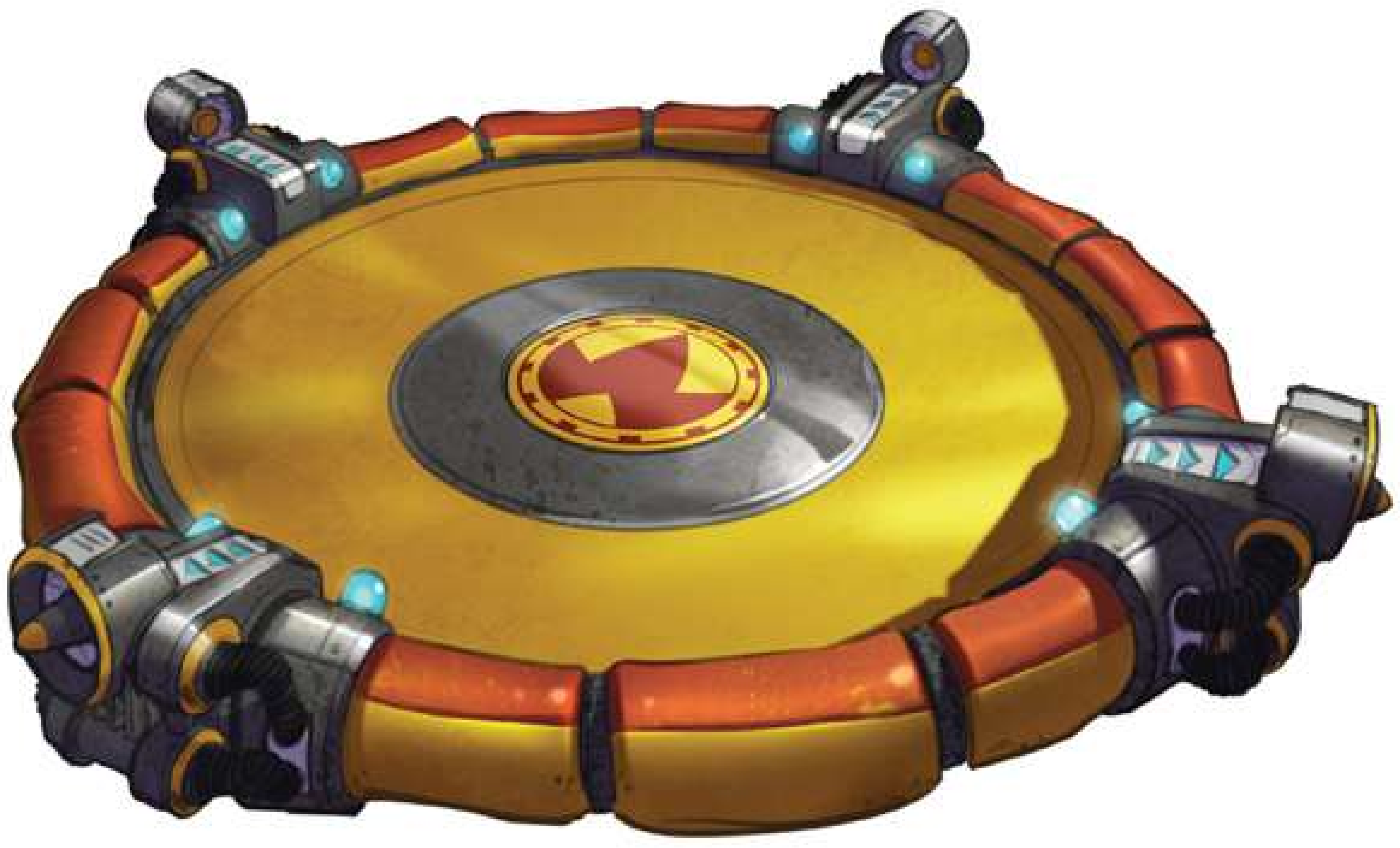


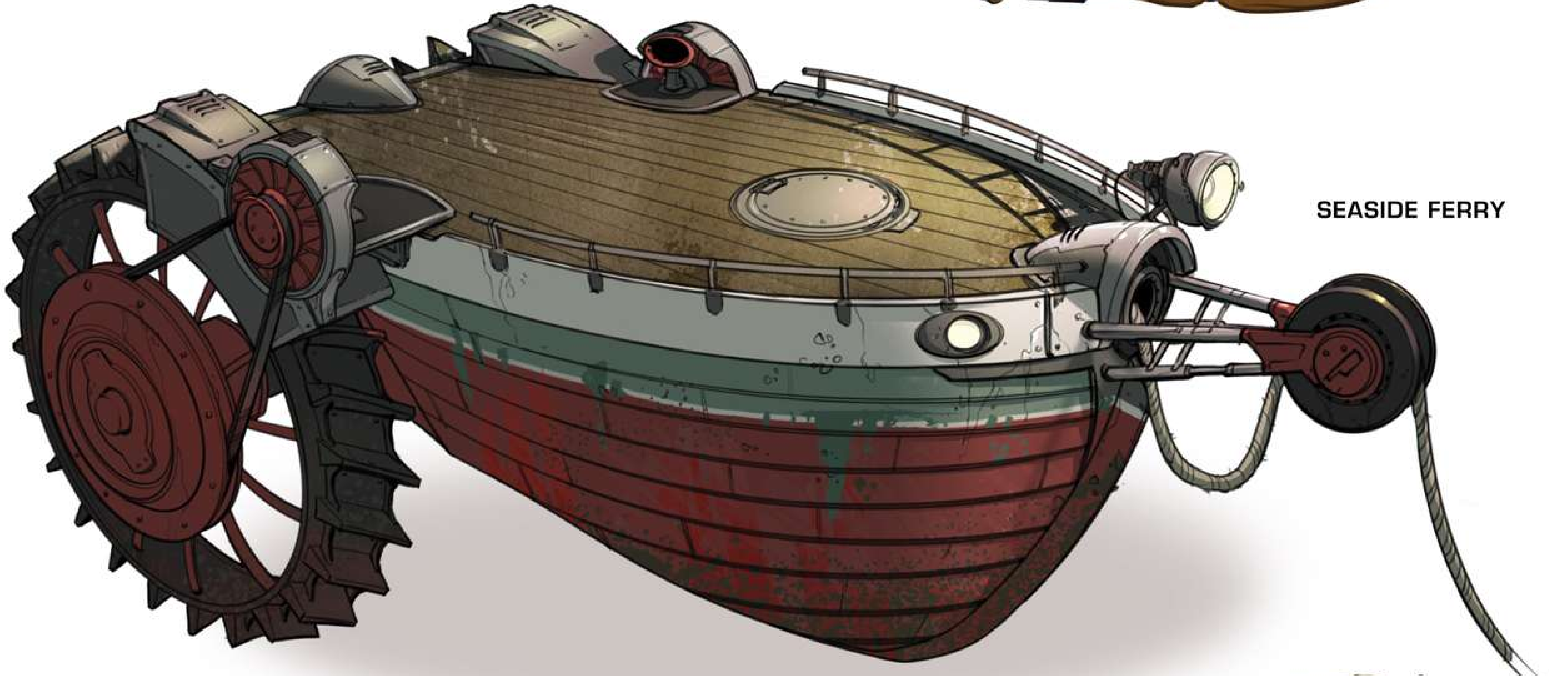


Explorations for the Shard Beast and concept art for the enemy game play.

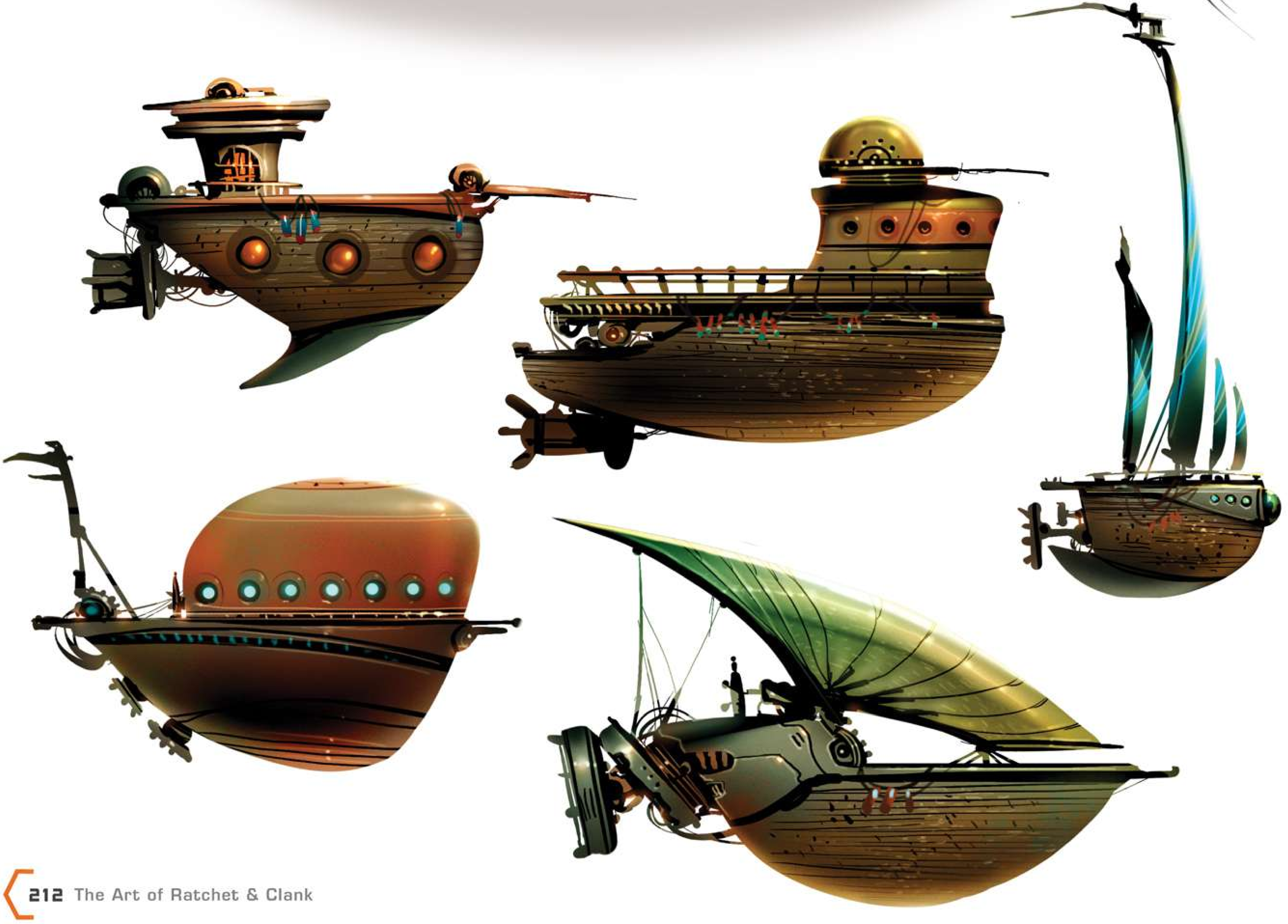
VEHICLES

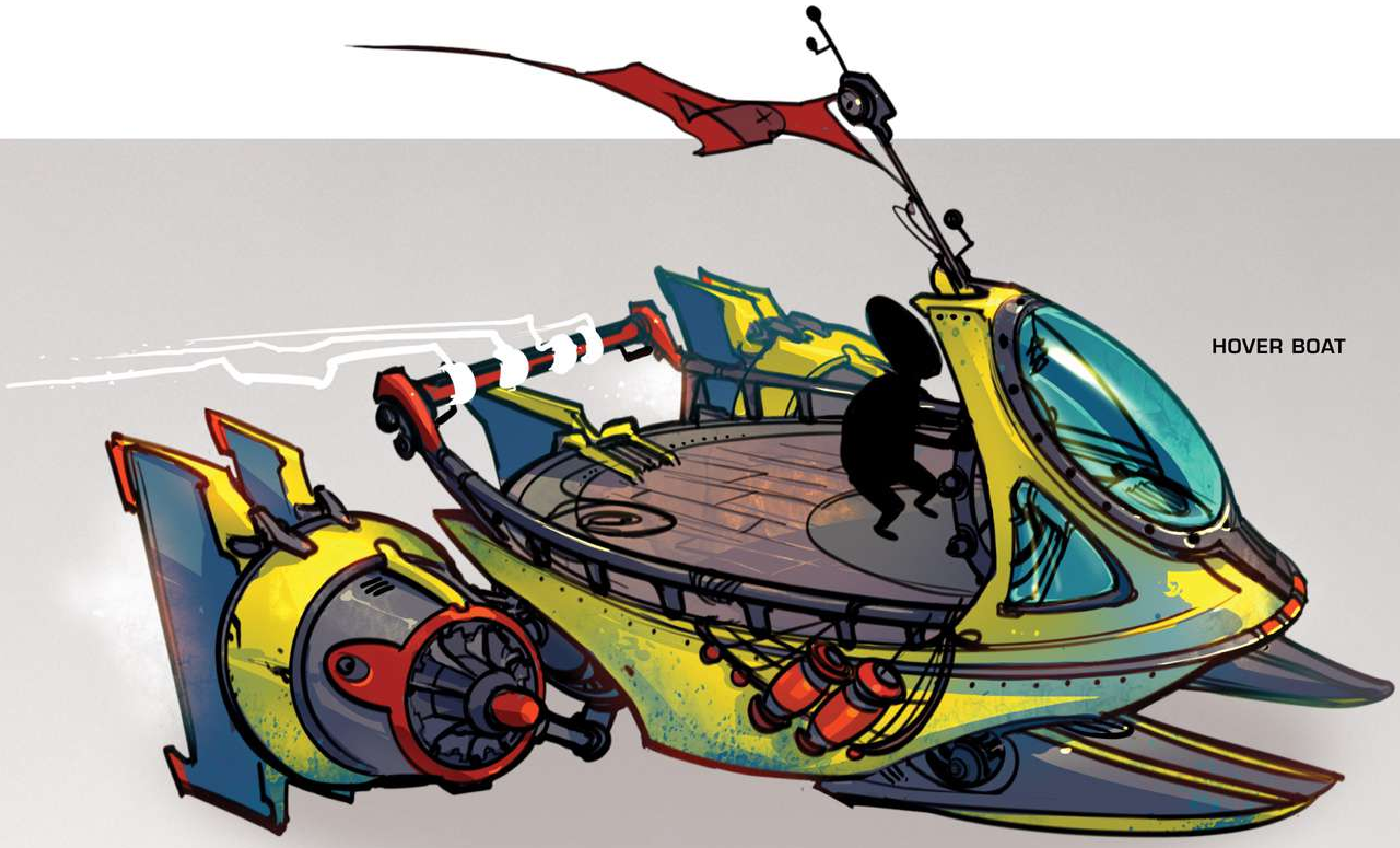
CO-OP RAFTING
In the stormy waters the heroes had to work together to steer the precarious raft away from hazards using the turbines.

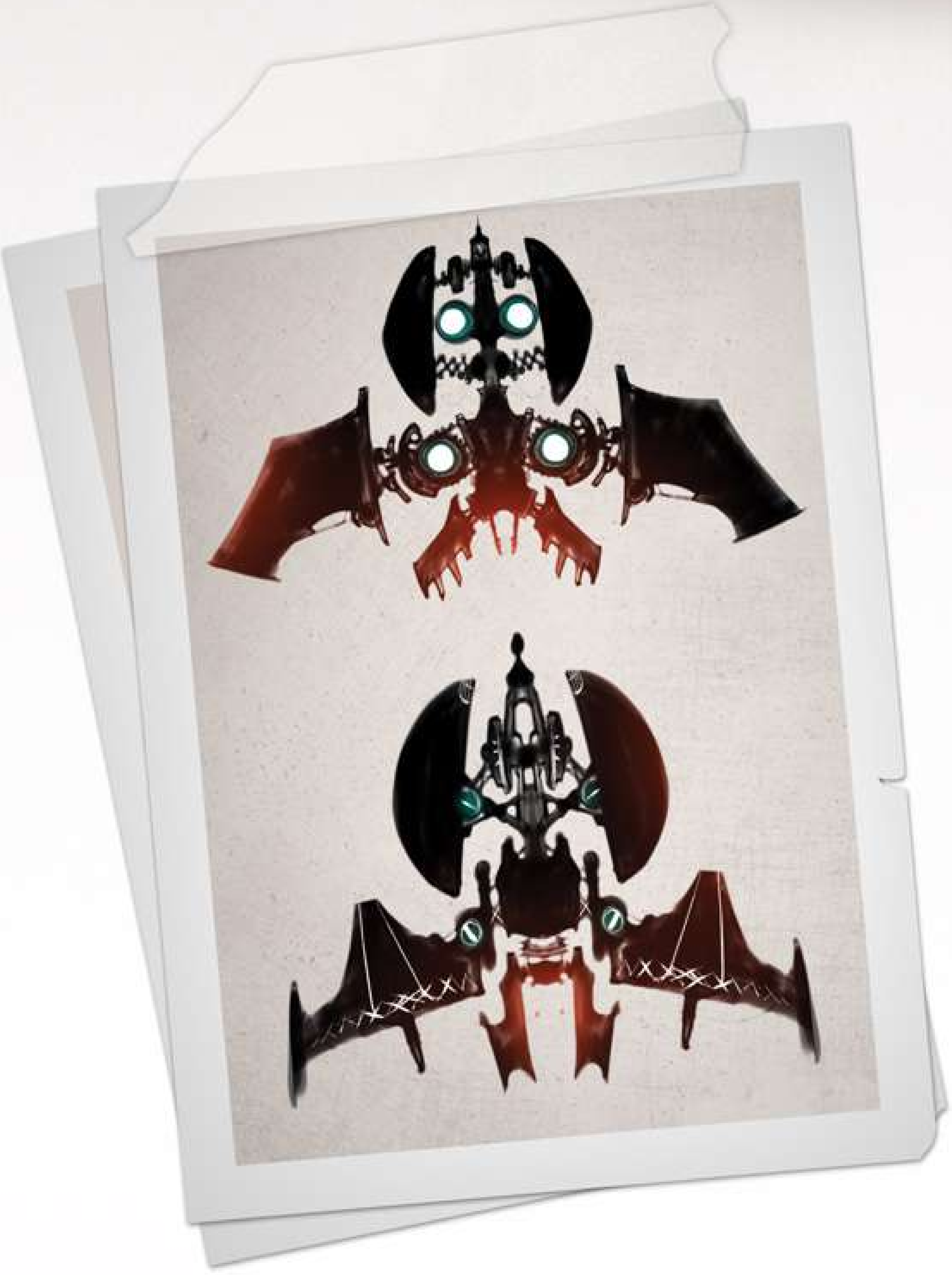


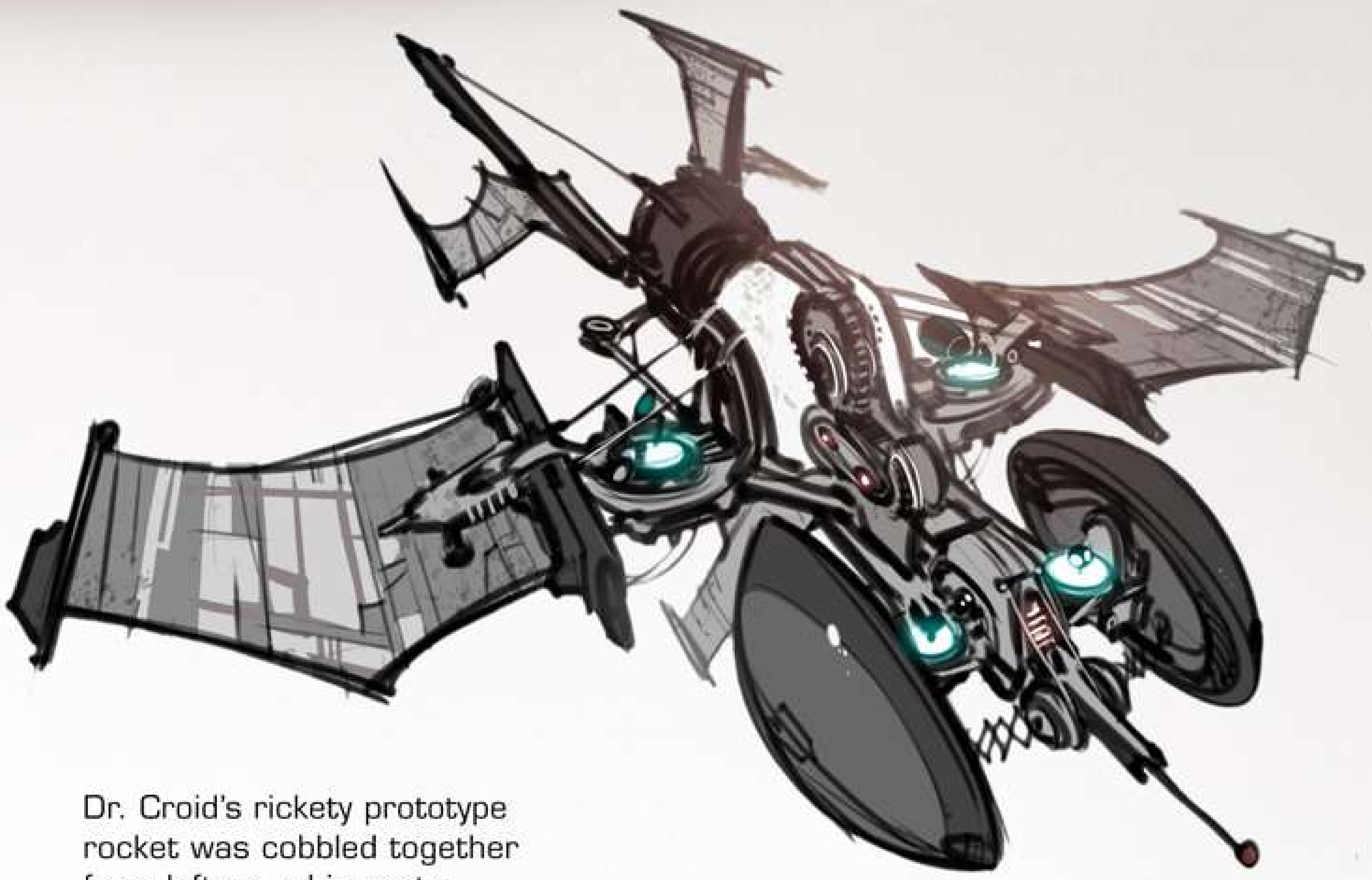


SEASIDE FERRY





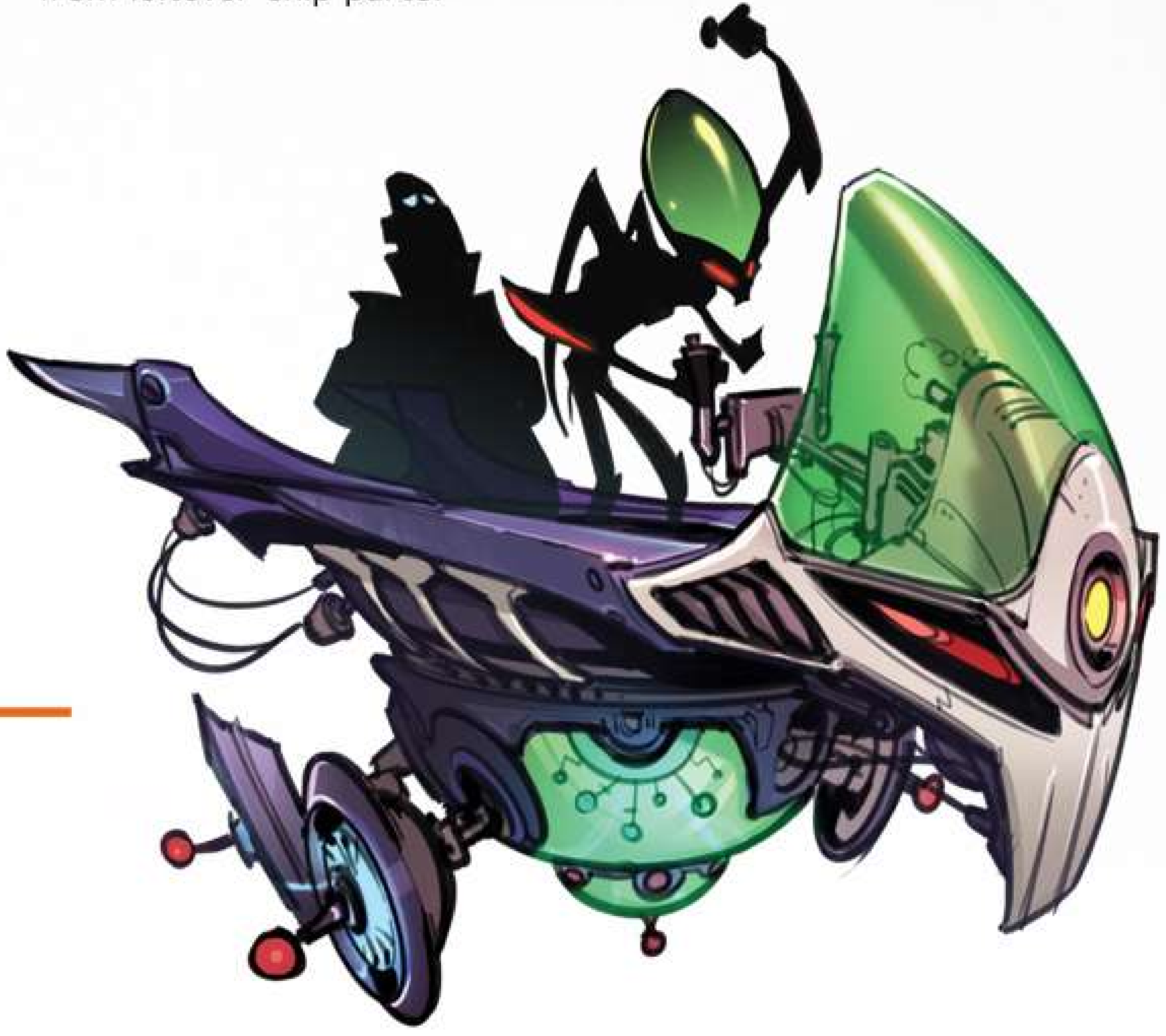




Dr. Croid's rickety prototype rocket was cobbled together from leftover ship parts.

NEFARIOUS SHUTTLE

Nefarious arrived in style to torment Ratchet, Clank, and Quark during the Z'Grute battle in his new shuttle, fittingly designed in his image.



RATCHET & CLANK® FULL FRONTAL ASSAULT™

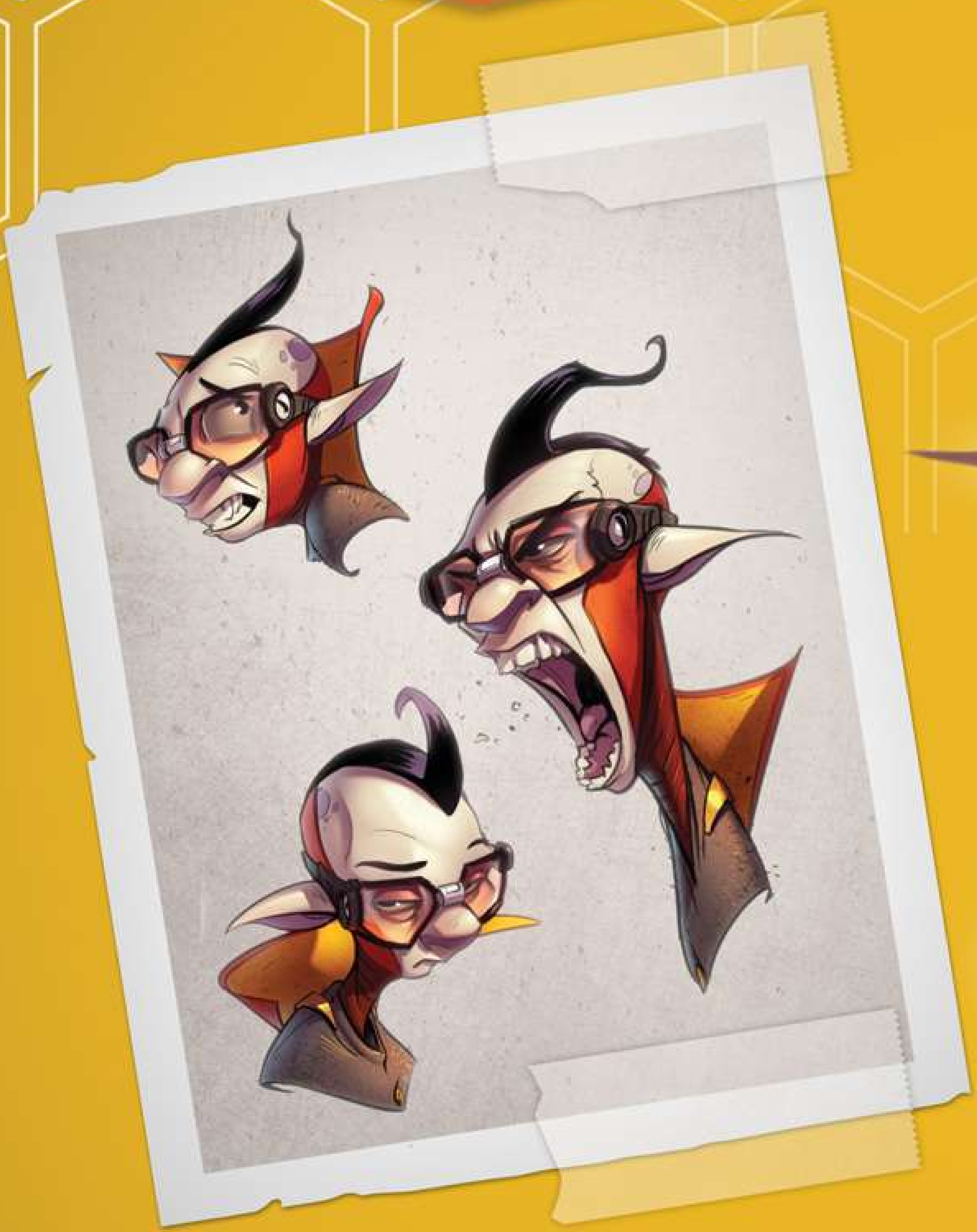
PS3
PlayStation Network
Only On PlayStation
RATCHET & CLANK
FULL FRONTAL ASSAULT
EVERYONE
E
ESRB
INSOMNIAC GAMES
3D Compatible Game
SONY

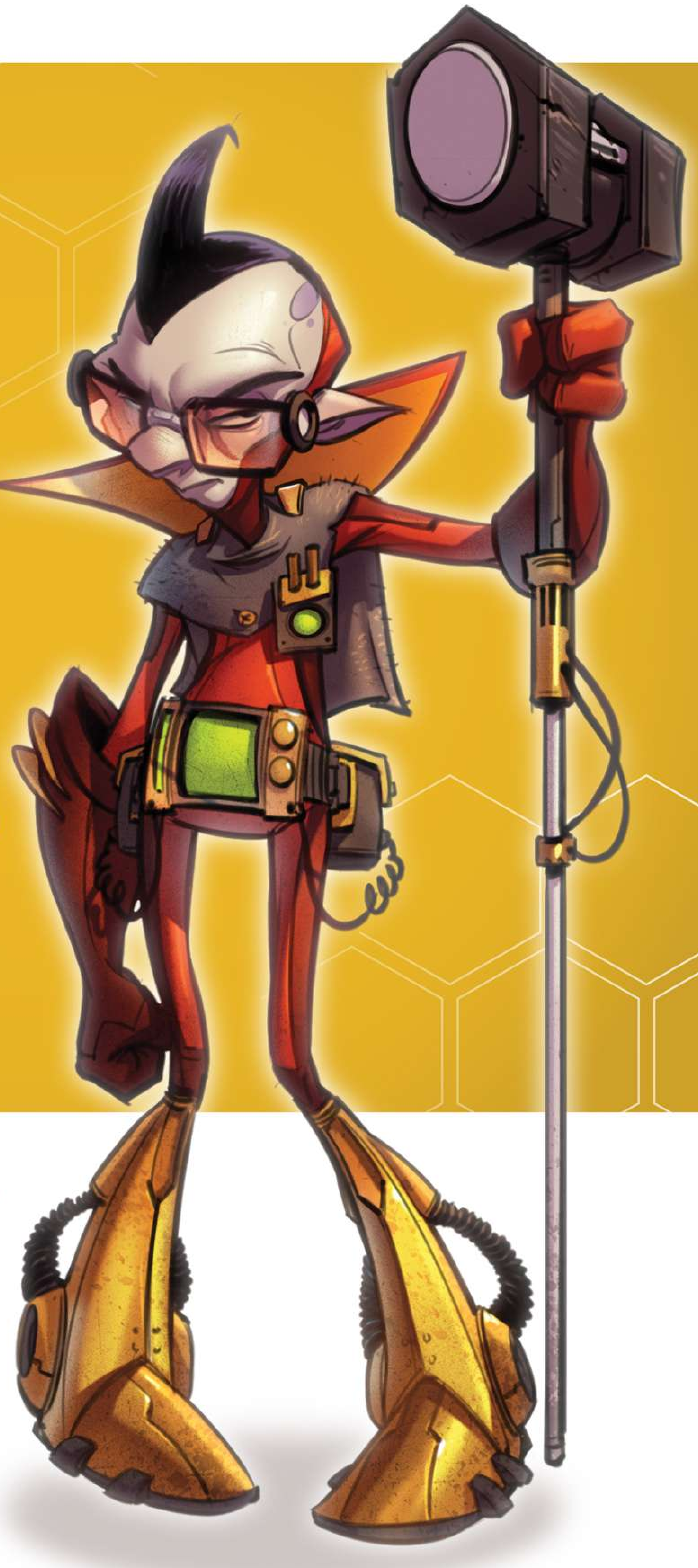
When a Captain Qwark fanboy extracts his revenge on Qwark for being such a huge letdown, there is only one thing to do: re-assemble the Q-Force! *Ratchet & Clank: Full Frontal Assault* (*Ratchet & Clank: Q-Force* in Europe) focuses on defending bases and nodes, and was built primarily around cooperative and competitive play. Ratchet straps on his hoverboots and uses his mechanical knowhow to build cryo-turrets, chrono-mines, and electro-barriers.

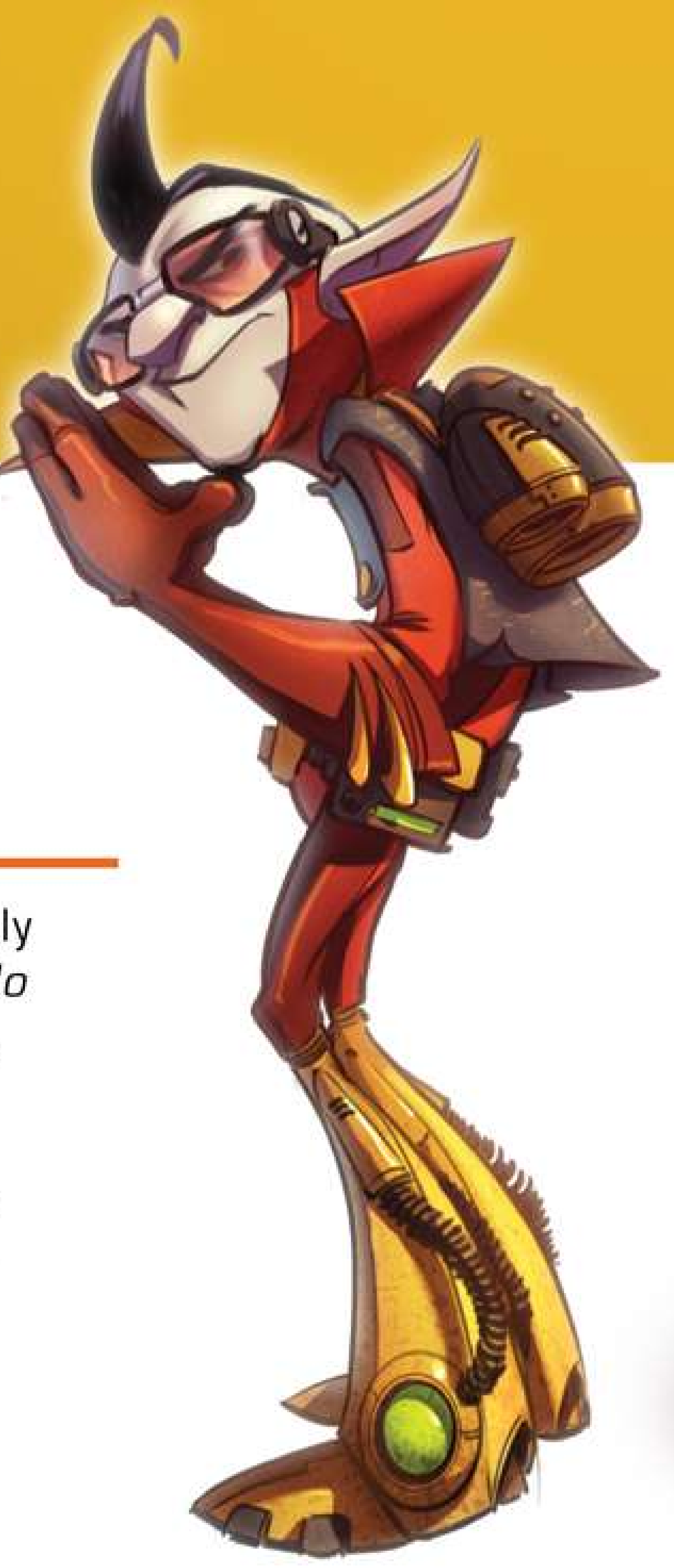
New planets, game play mechanics, and playable character skins gave *Full Frontal Assault* a large amount of replayability and developed a hardcore fanbase. Insomniacs played the game hyper-competitively during the development, but no friendships were ultimately harmed in the game's making.

PS3 2012

MAIN CHARACTERS





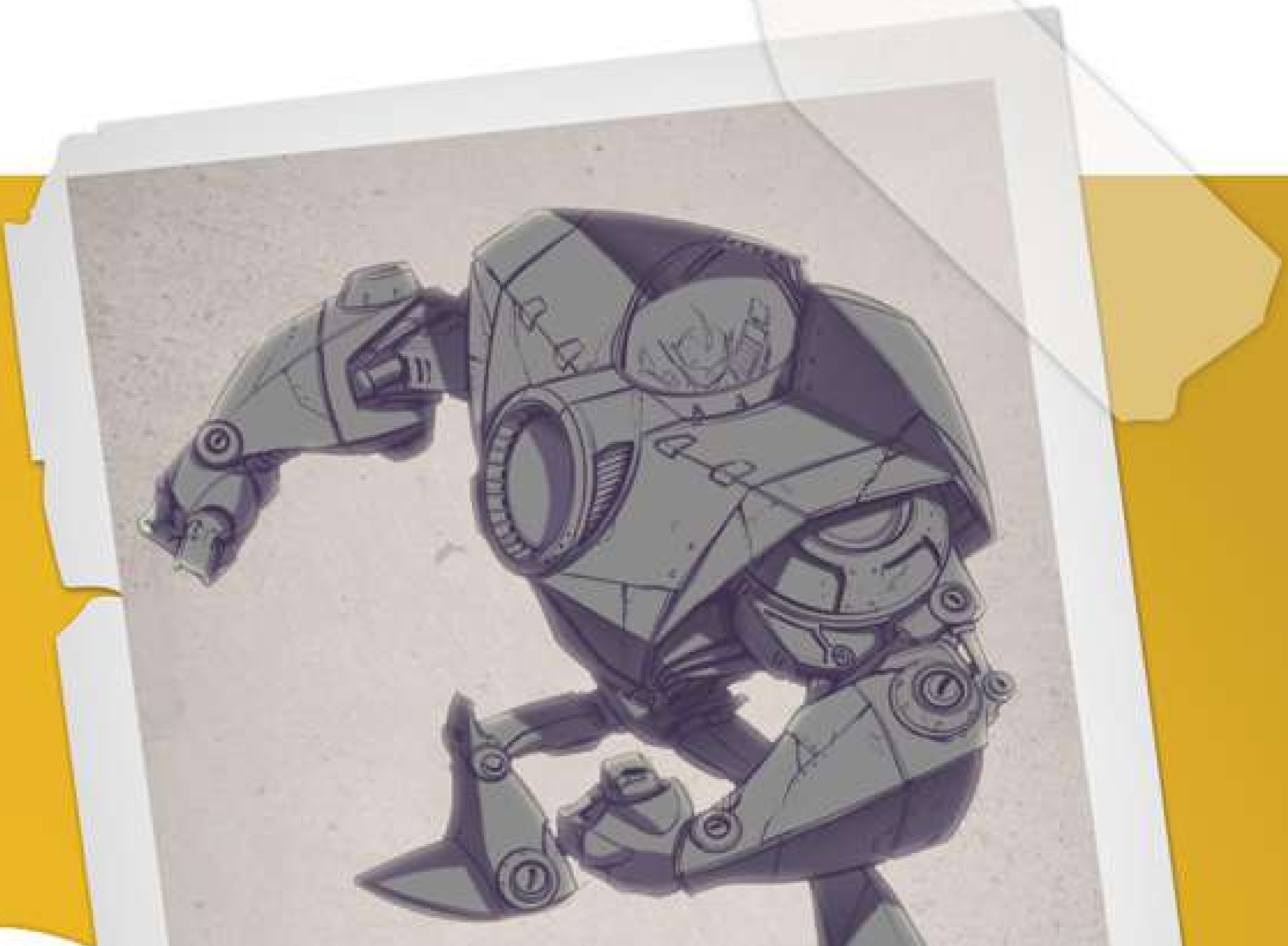


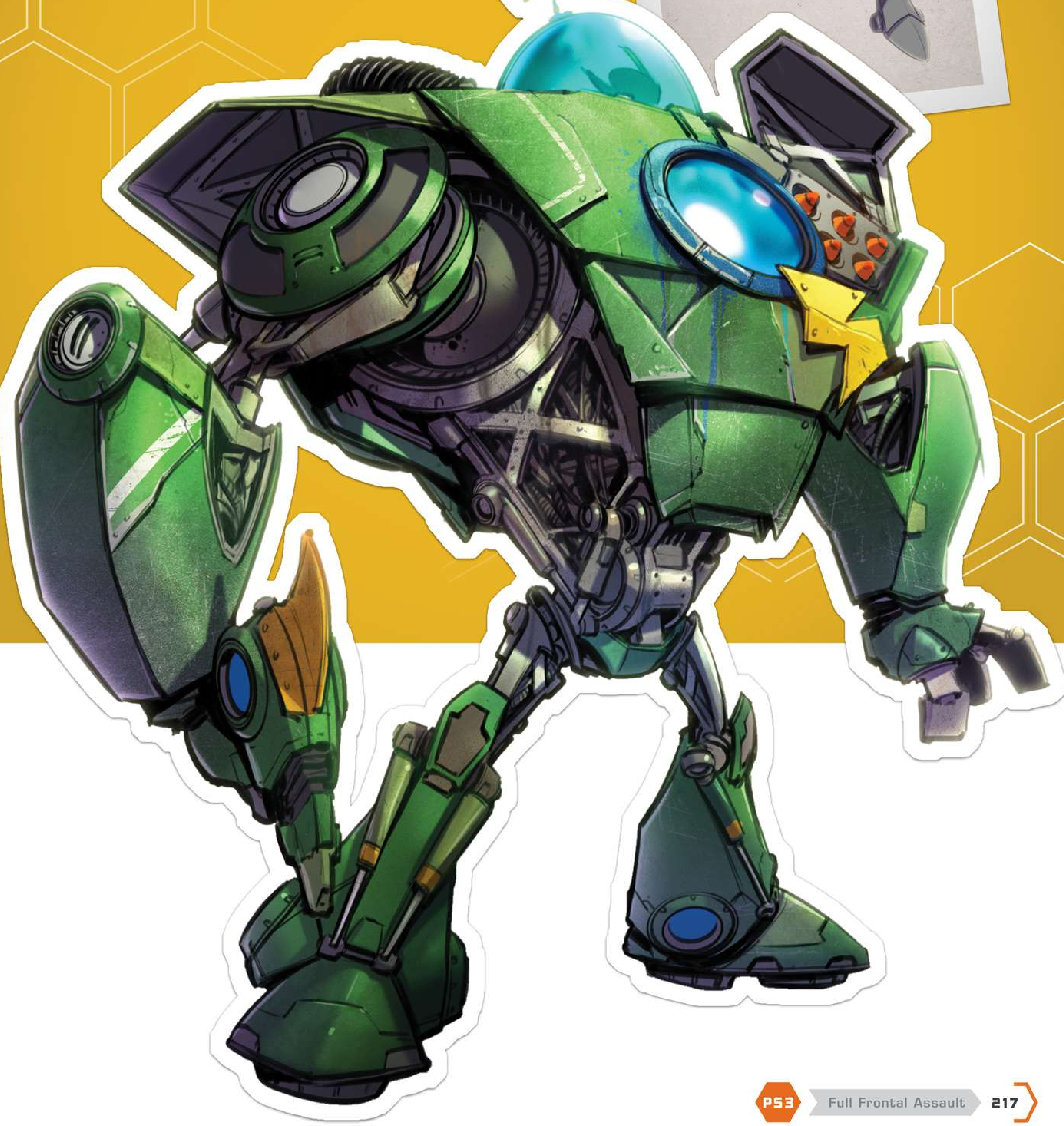
ZURGO

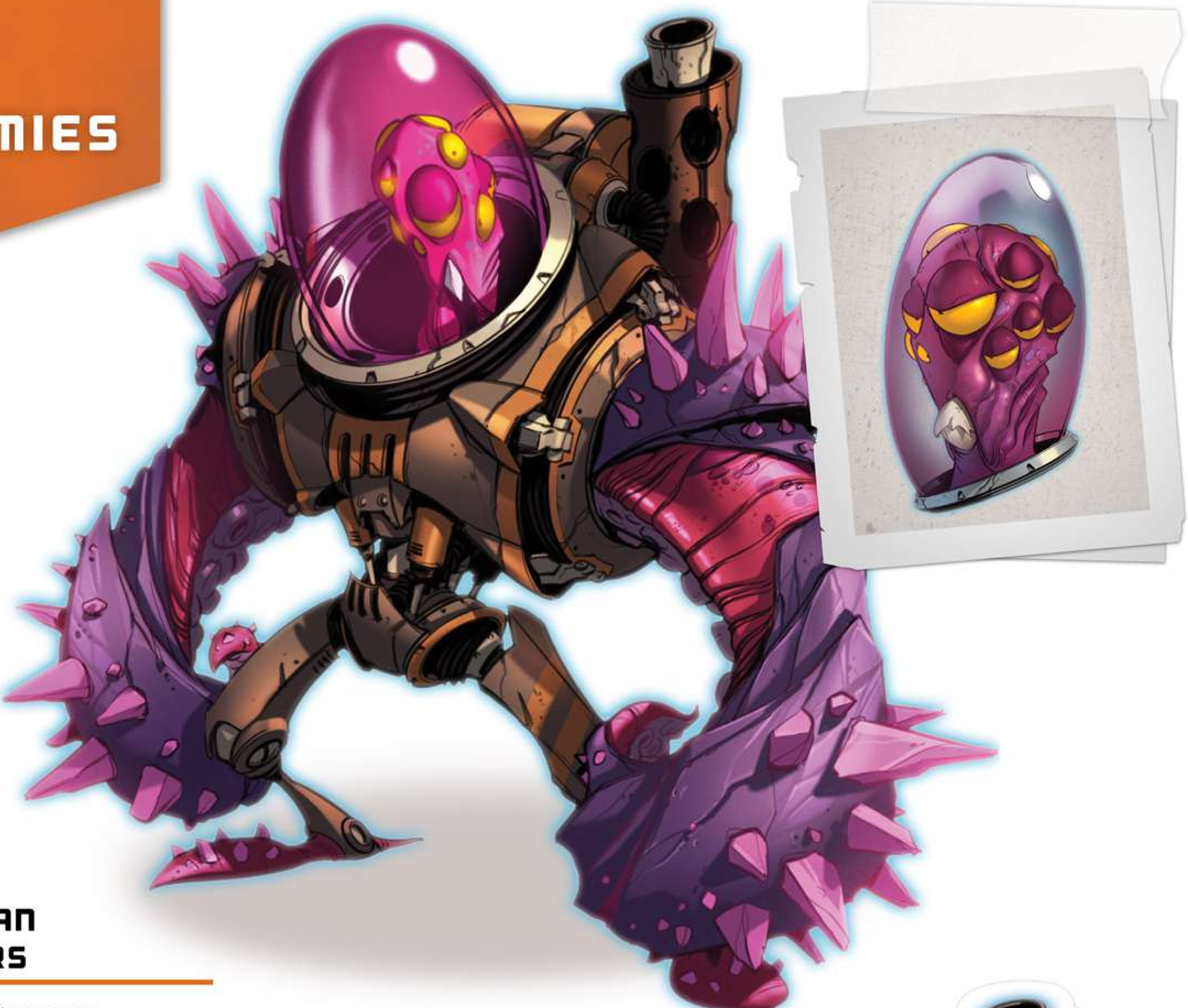
Introduced originally in *Going Commando* as Qwark's fanboy, Zurgo grew up an embittered villain determined to ruin the sullen hero he once idolized.

QWARK MECH

To make Zurgo's revenge on Captain Qwark more ironic, his mech was designed to look like the champion he once fantasized about becoming.

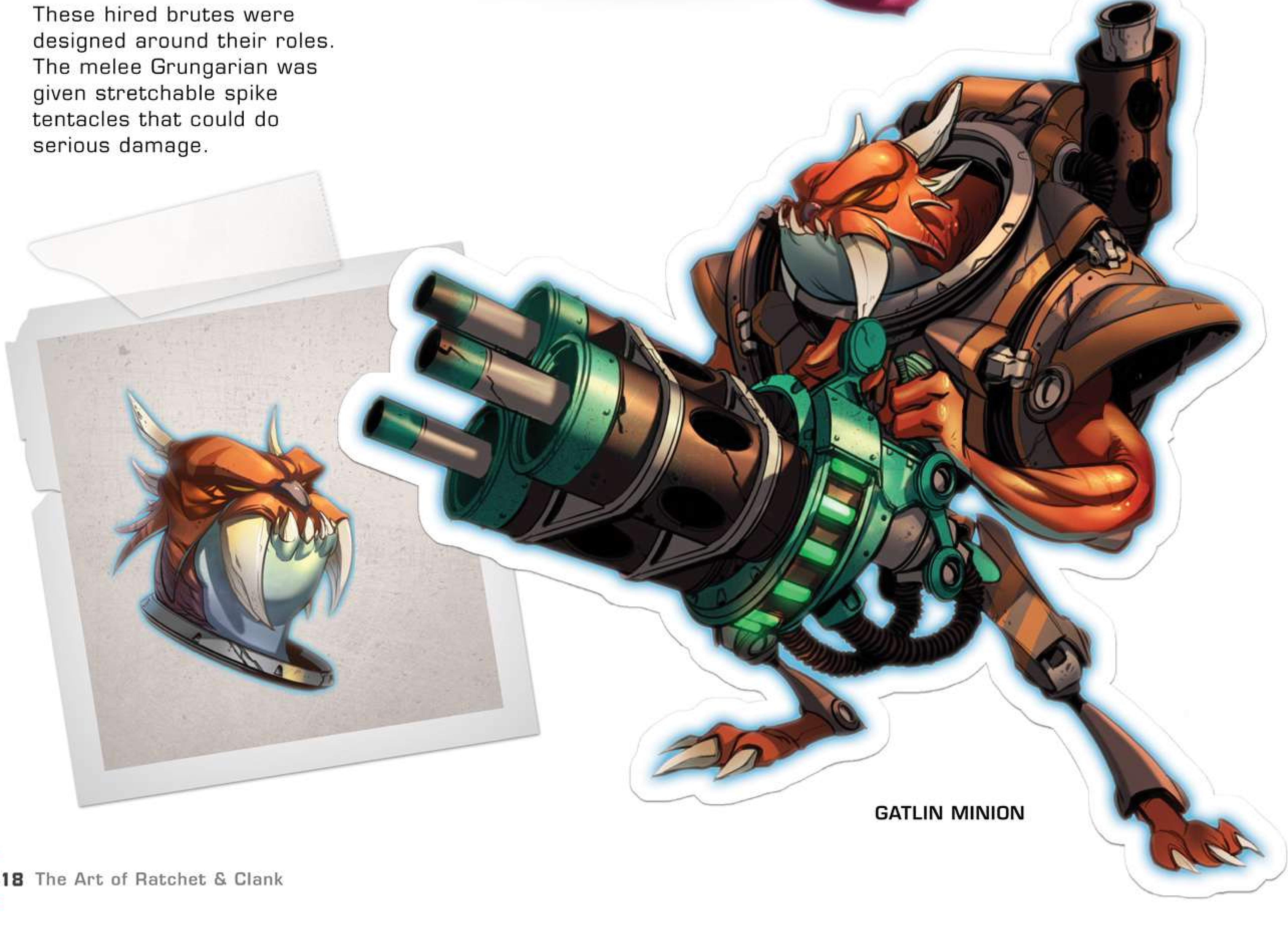






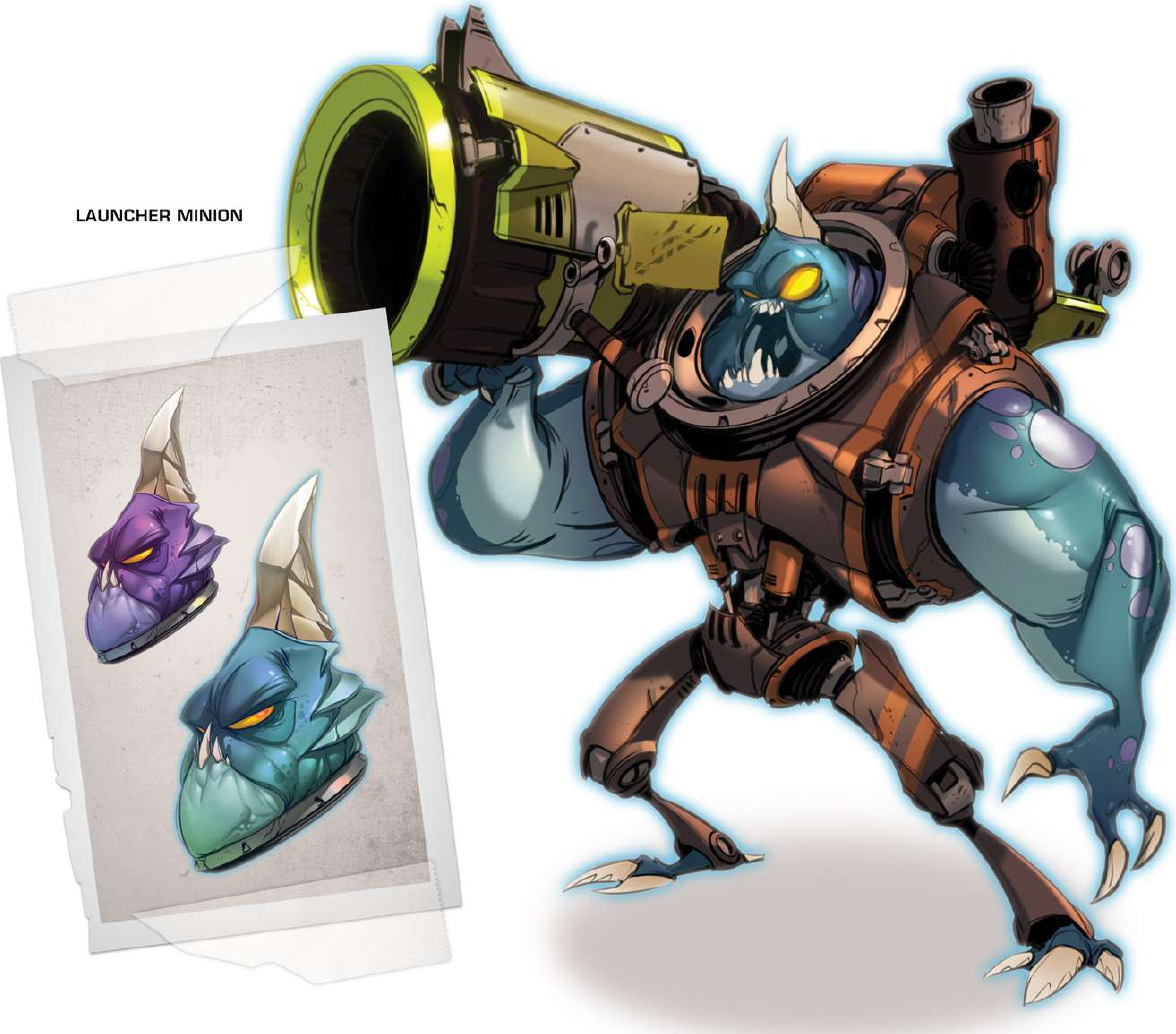
GRUNGARIAN MARAUDERS

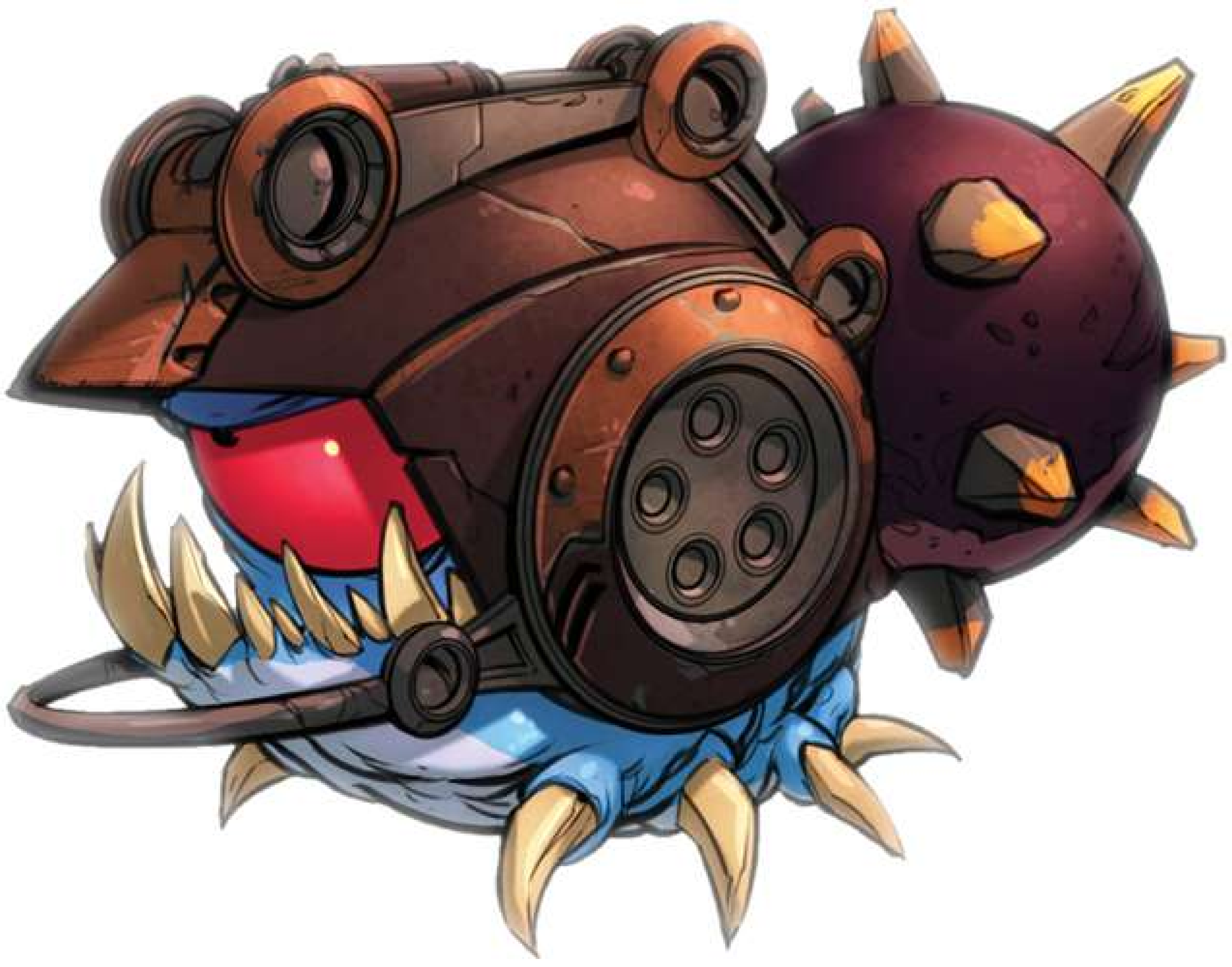
These hired brutes were designed around their roles. The melee Grungarian was given stretchable spike tentacles that could do serious damage.

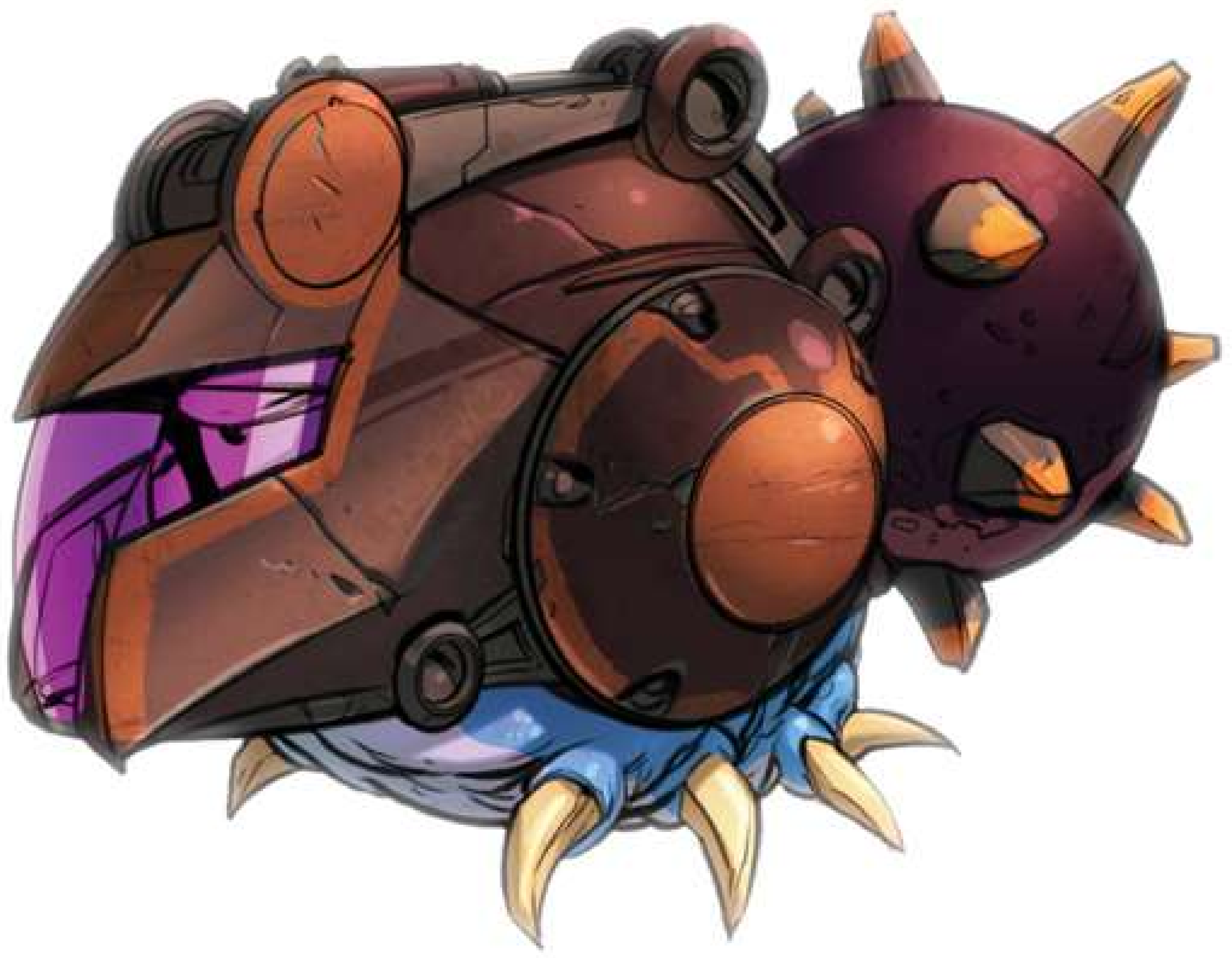


GATLIN MINION

LAUNCHER MINION

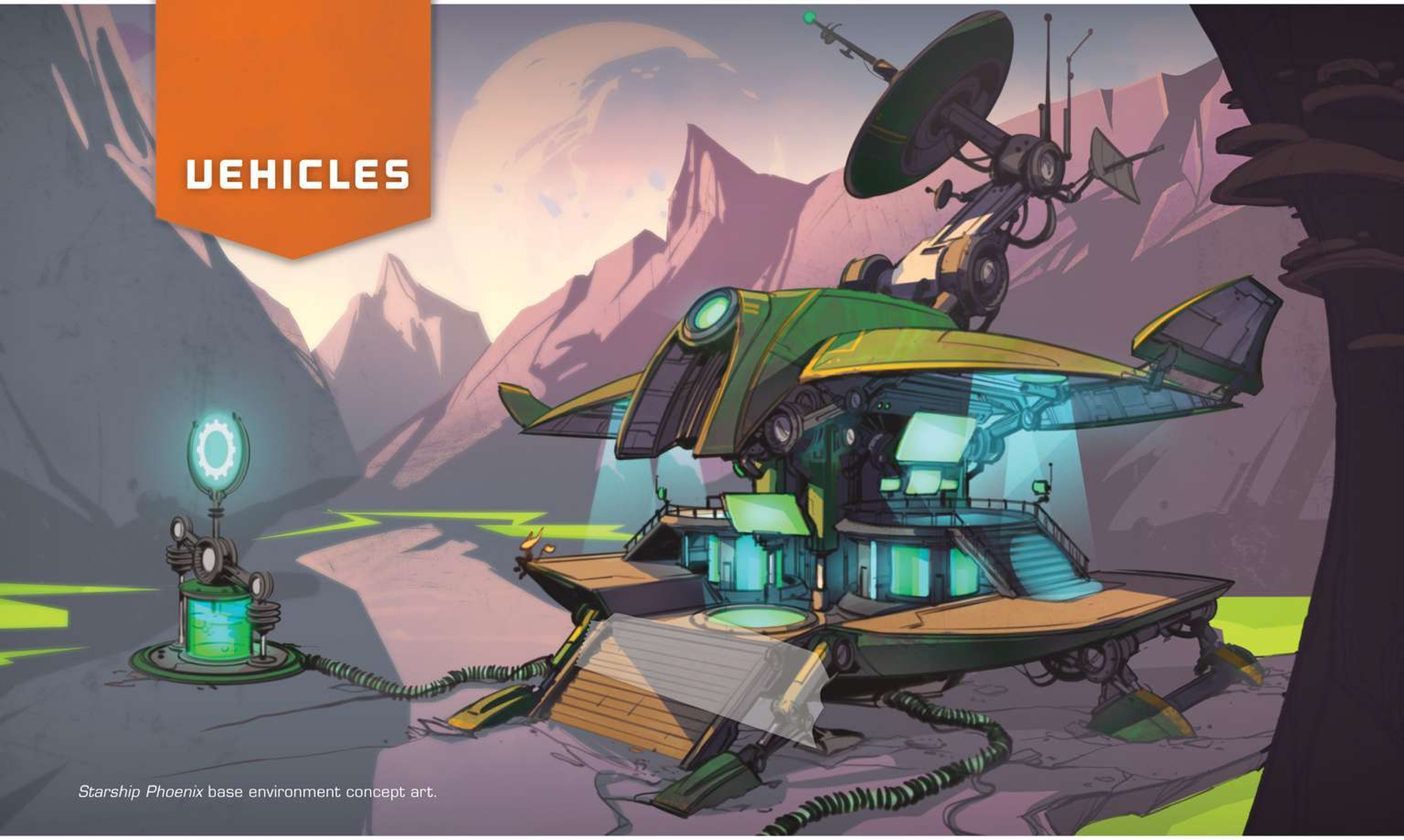




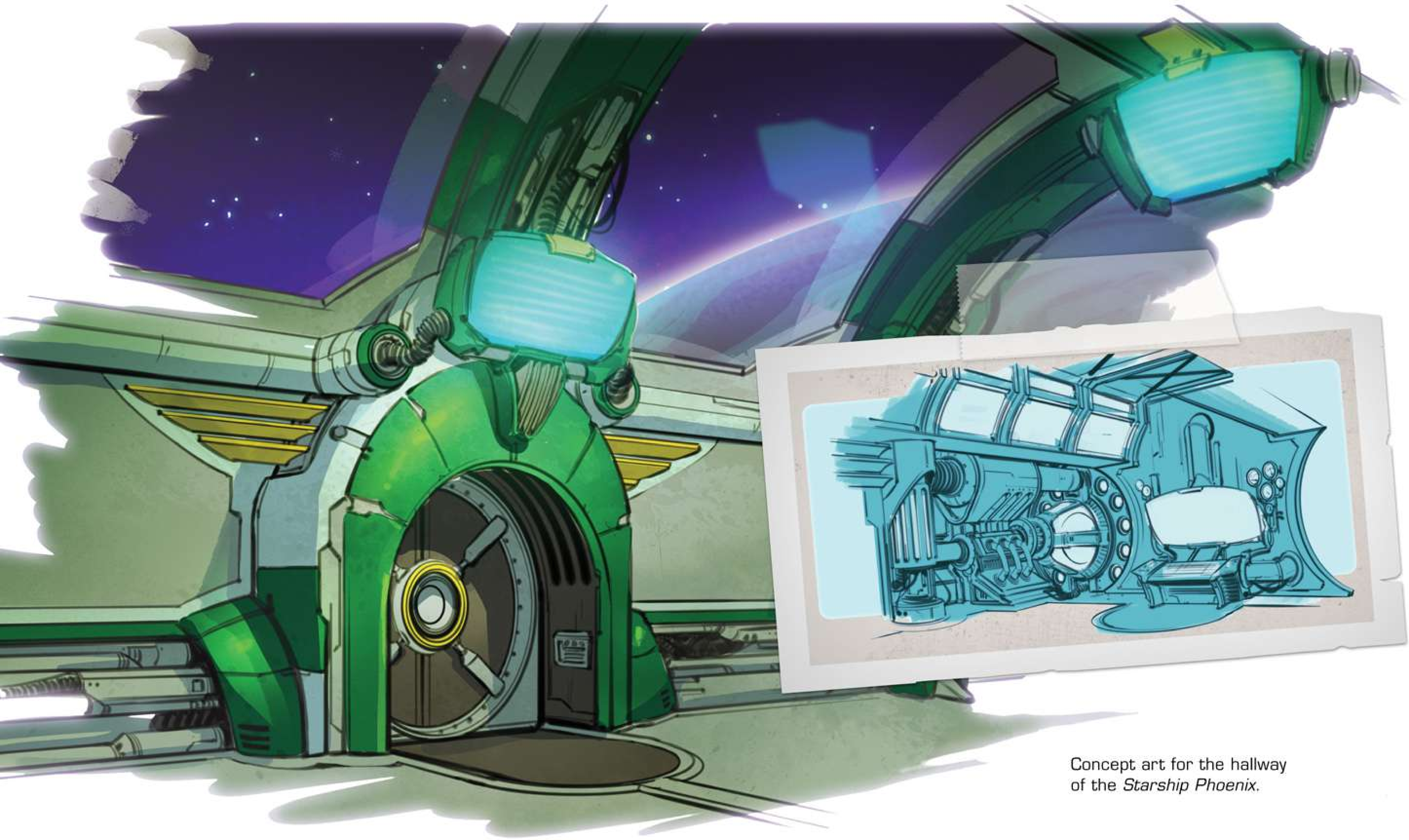


GRUNGOIDS

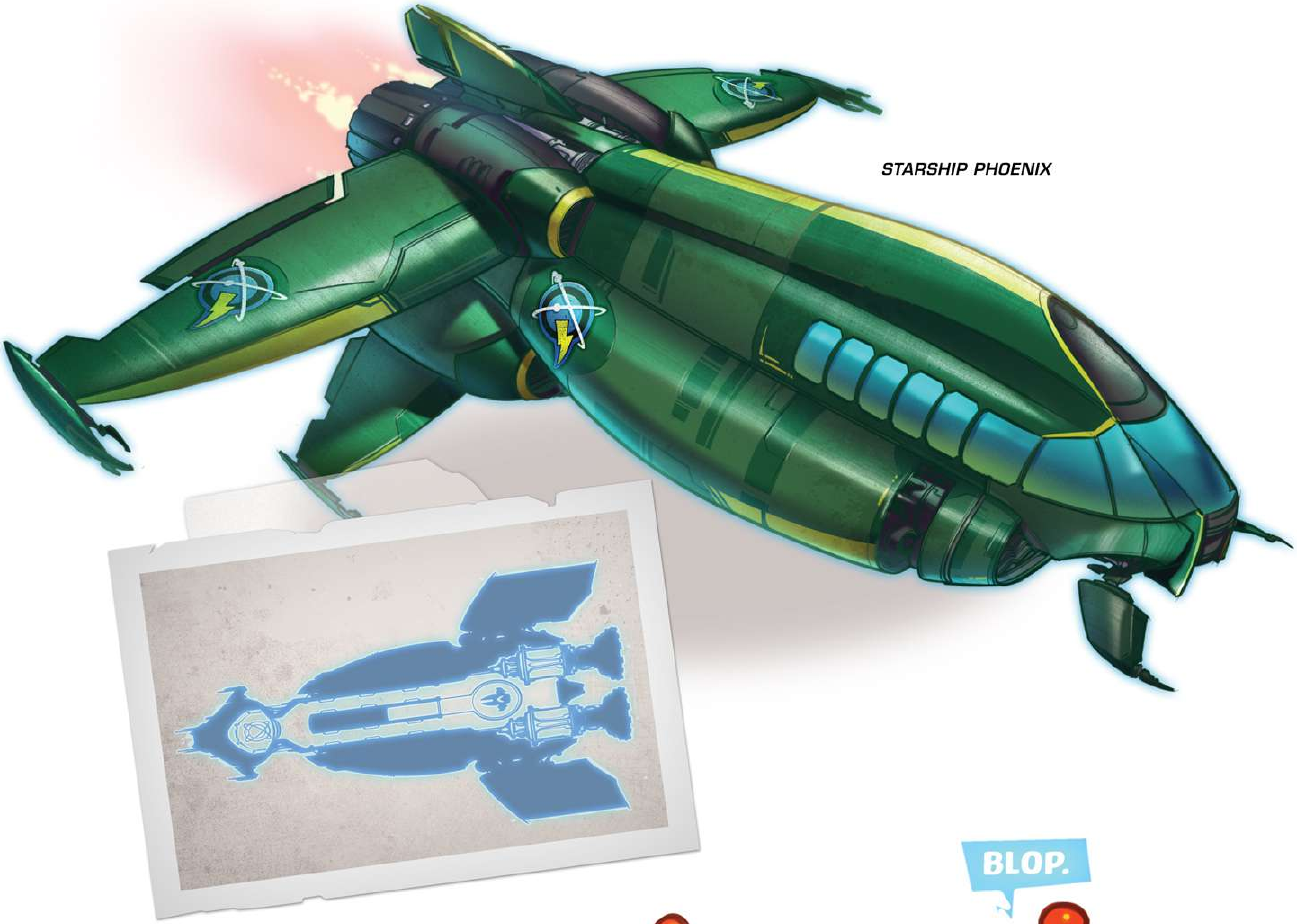
Outfitted with a mechanical mace helmet, these angry little critters took out their frustrations on anyone in their way.



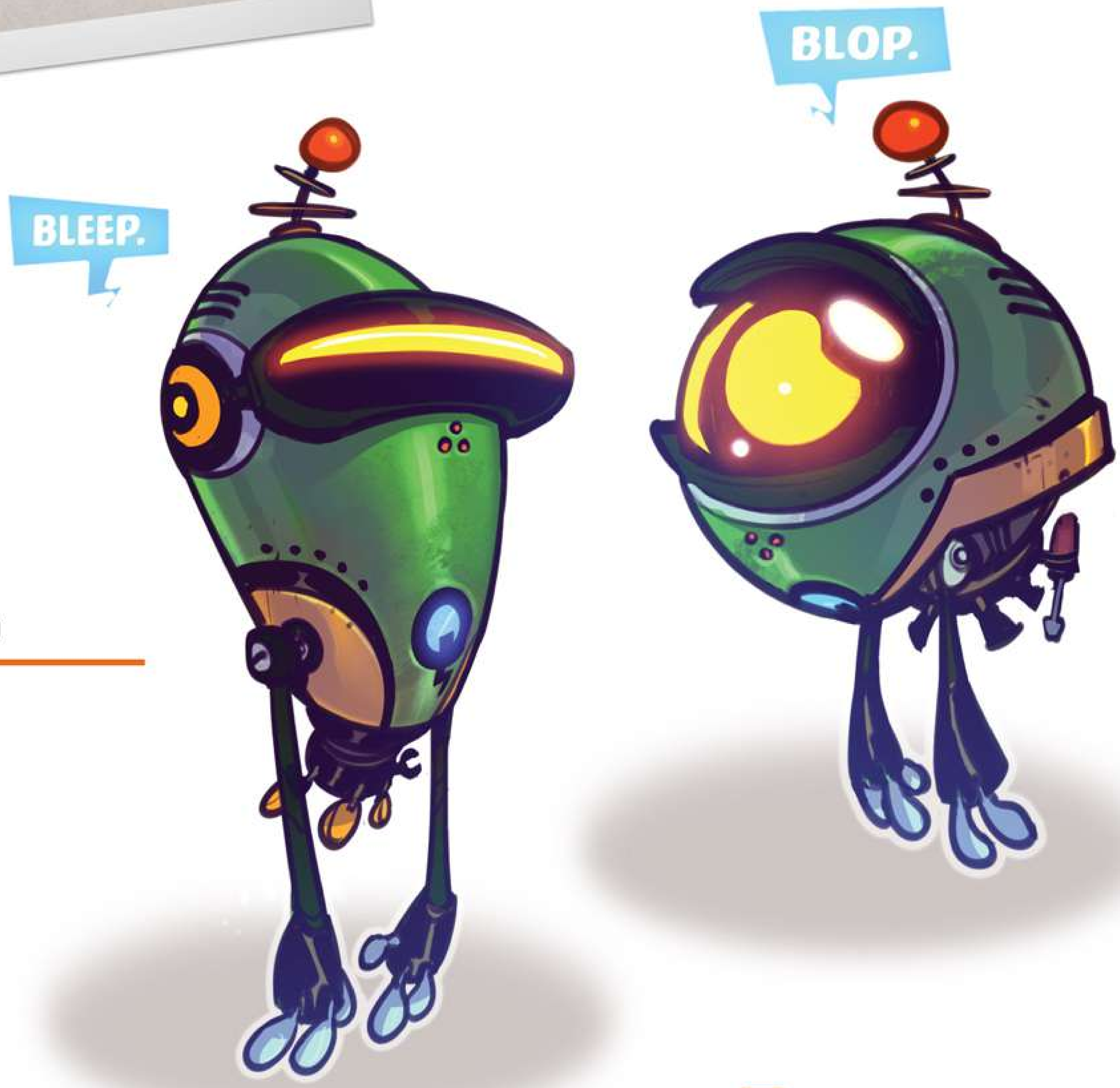
Starship Phoenix base environment concept art.



Concept art for the hallway of the *Starship Phoenix*.



STARSHIP PHOENIX



BLEEP AND BLOOP

RATCHET & CLANK INTO THE NEXUS™

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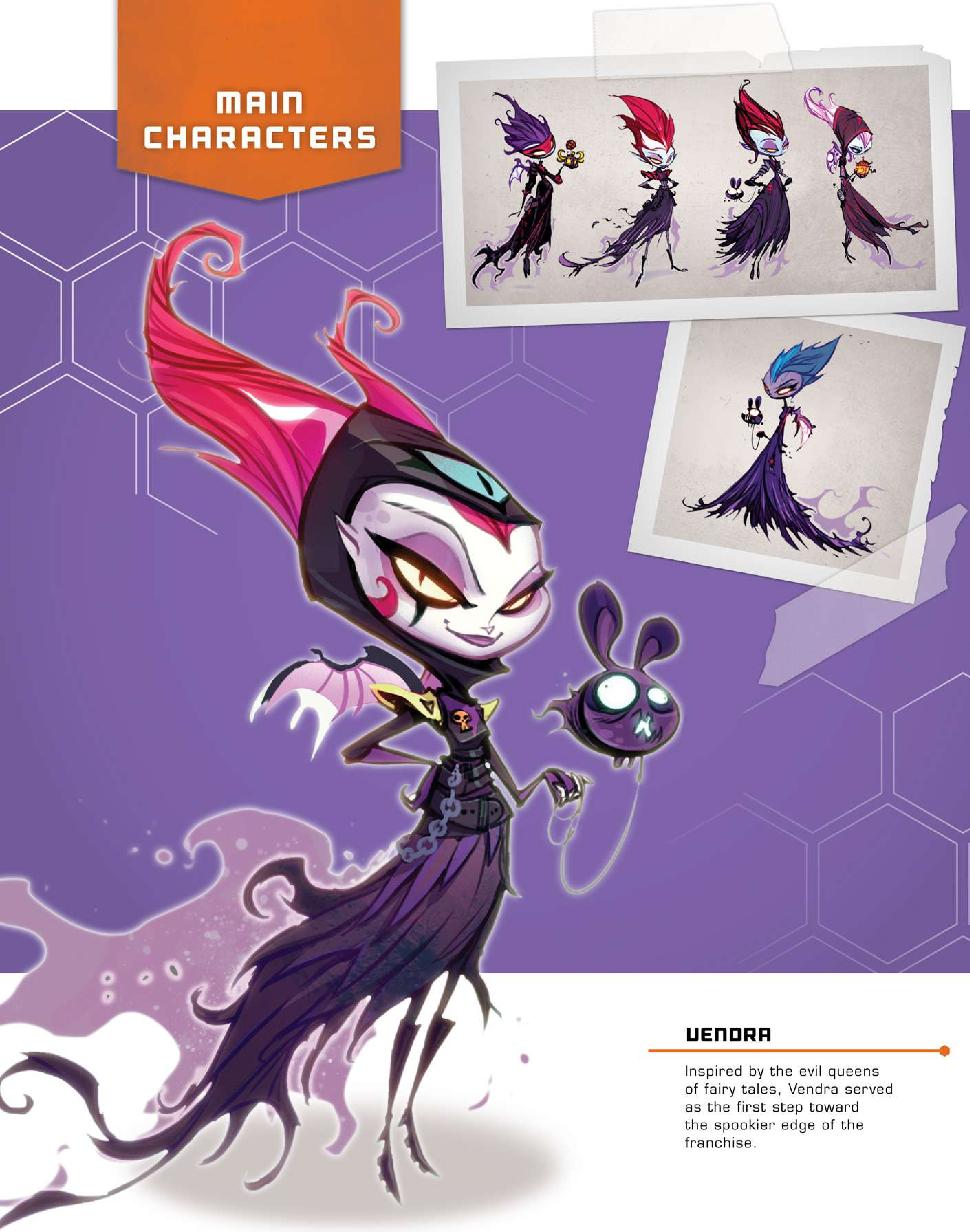
CONTENT RATED BY ESRB
INSOMNIAC
SONY

Ratchet & Clank: Into the Nexus (*Ratchet & Clank: Nexus* in Europe) was developed out of a desire to create a new single-player adventure for Ratchet and Clank for the first time in four years, while also tying up some of the storylines from the *Future* saga.

Into the Nexus introduced Neftin and Vendra Prog, two siblings trying to use the Dimensionator to open a portal to the Netherverse. From an art and design perspective, the game took on a spooky direction that was unique to this title. Palettes moved into the rich purples and greens of horror-themed planets. Elements like the haunted abandoned orphanage and the ethereal Nethers were unique to *Into the Nexus*.

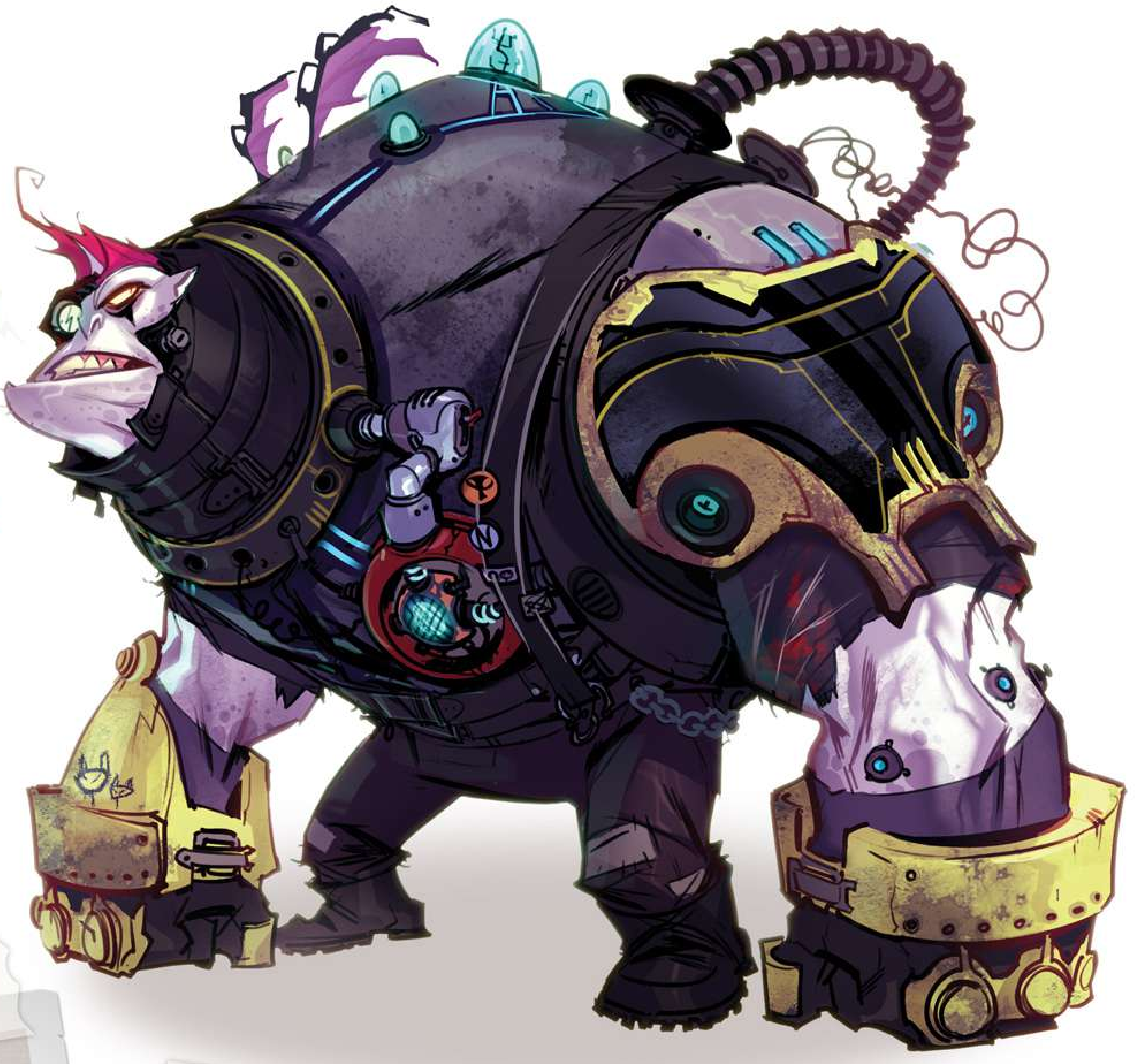
The game also focused on gravity and deep space with new weightless traversal mechanics. It was the sixth and final *Ratchet & Clank* game on the PlayStation 3.

PS3 2013



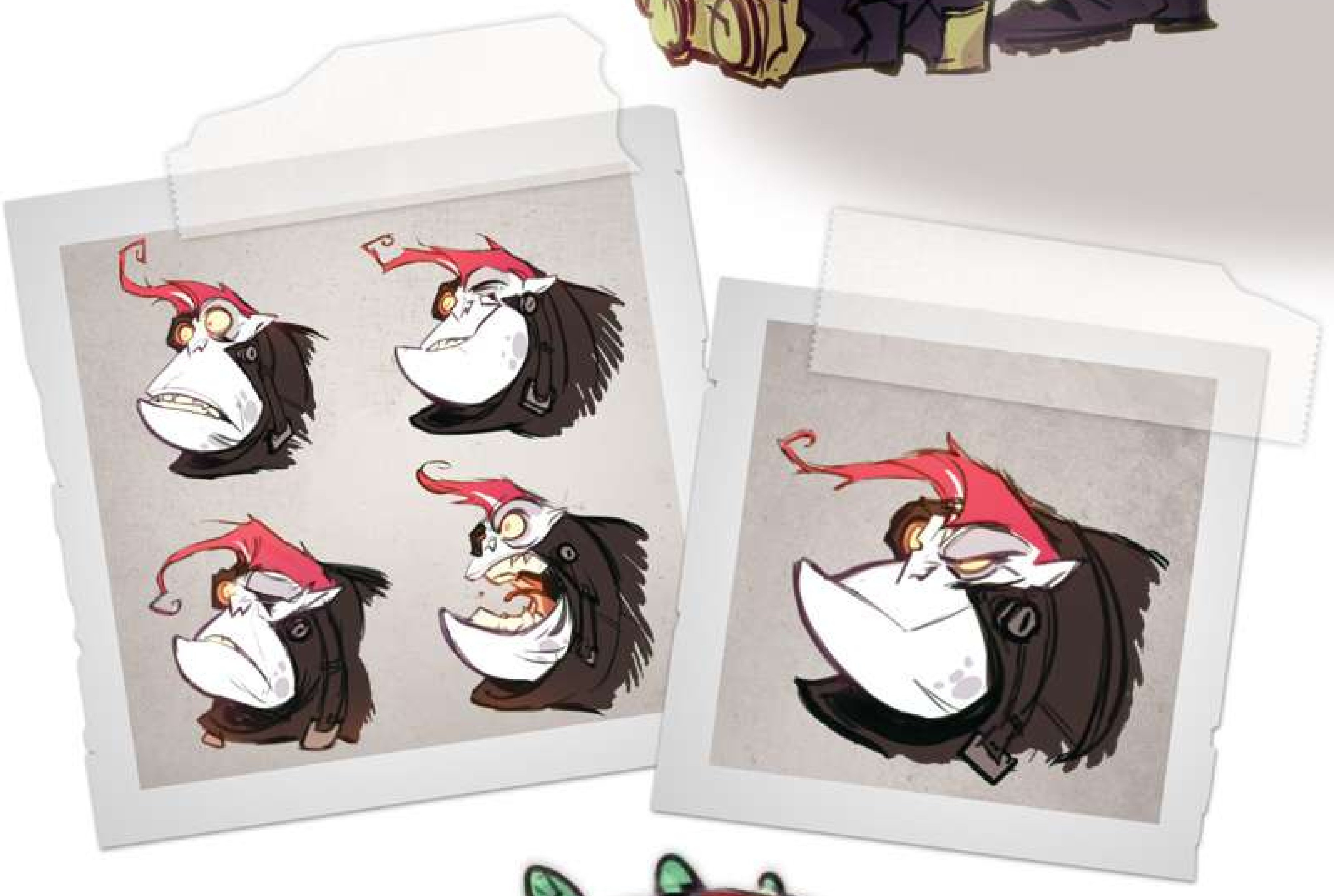
VENDRA

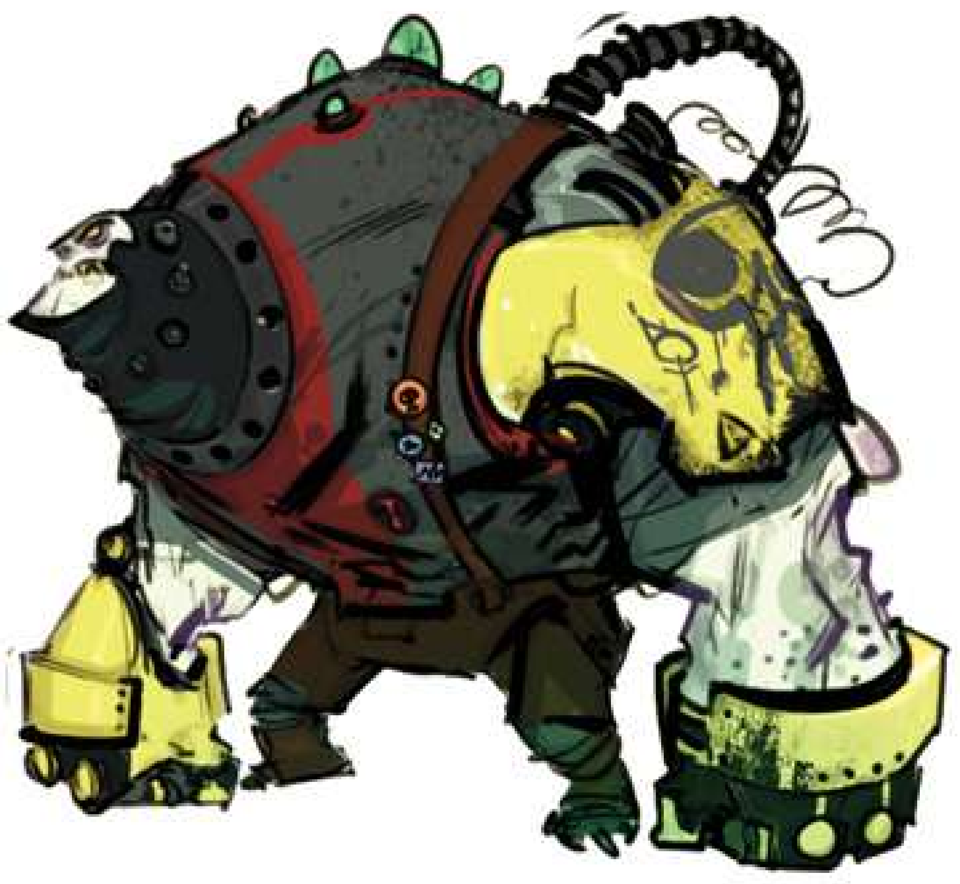
Inspired by the evil queens of fairy tales, Vendra served as the first step toward the spookier edge of the franchise.

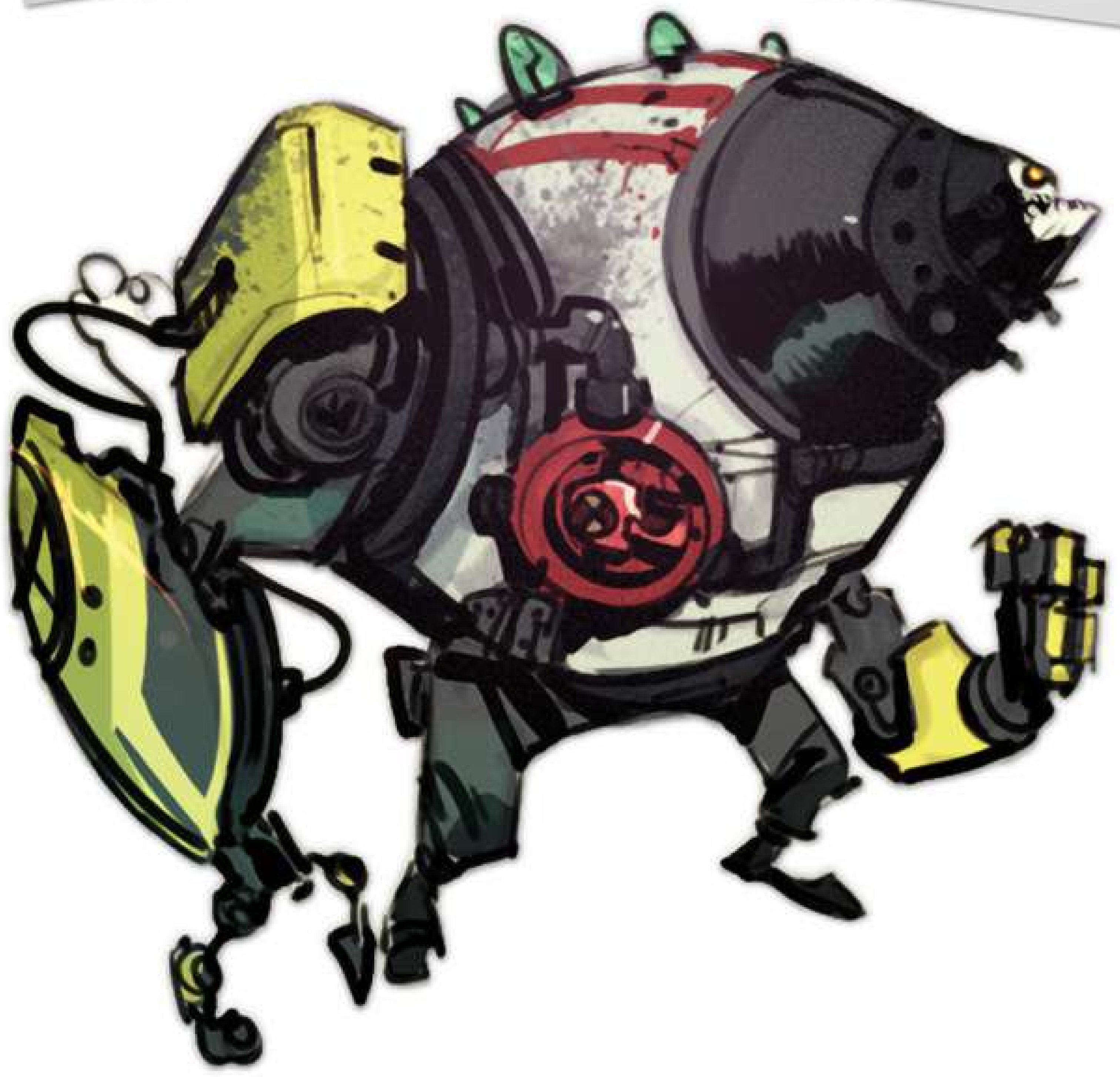


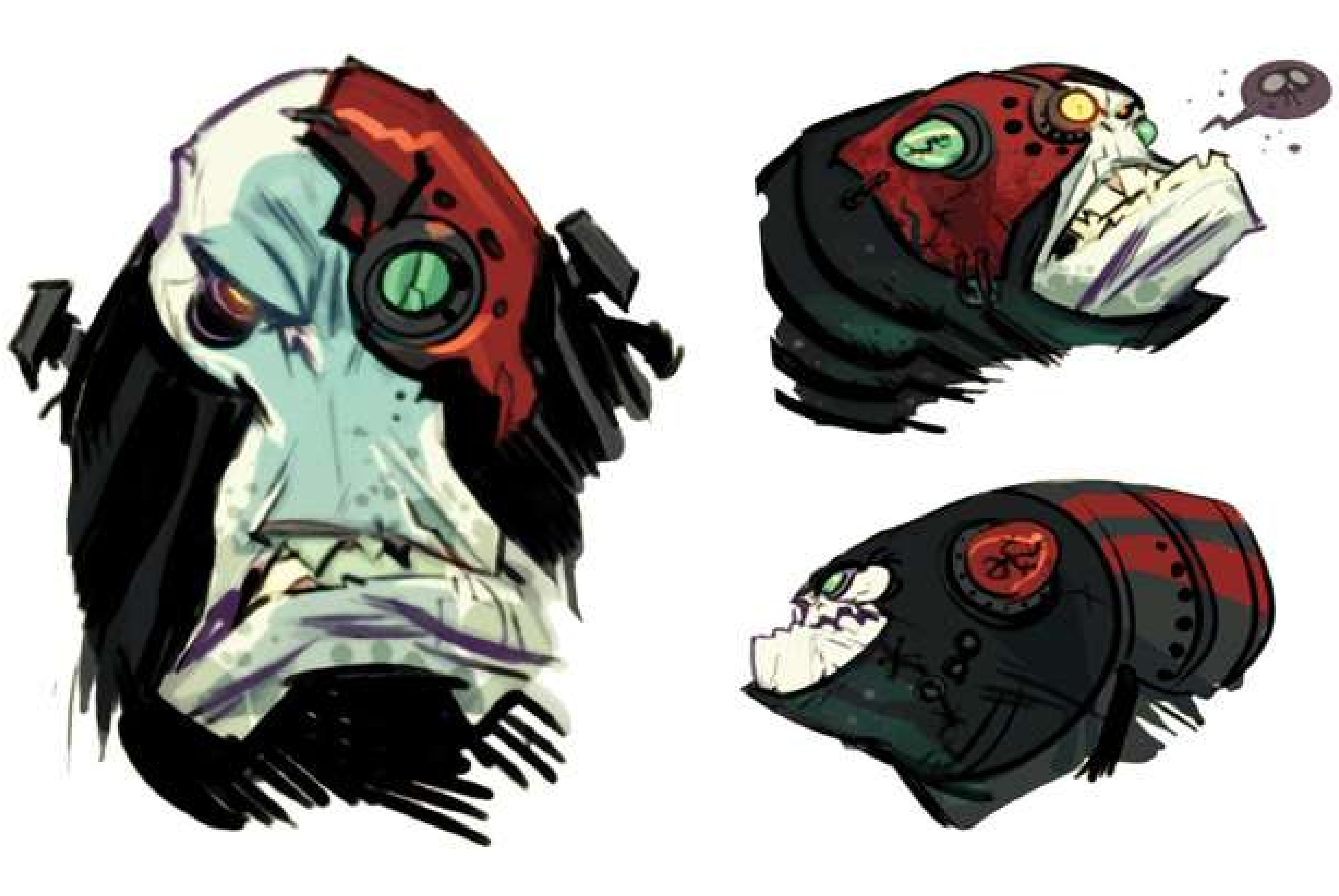
NEFTIN

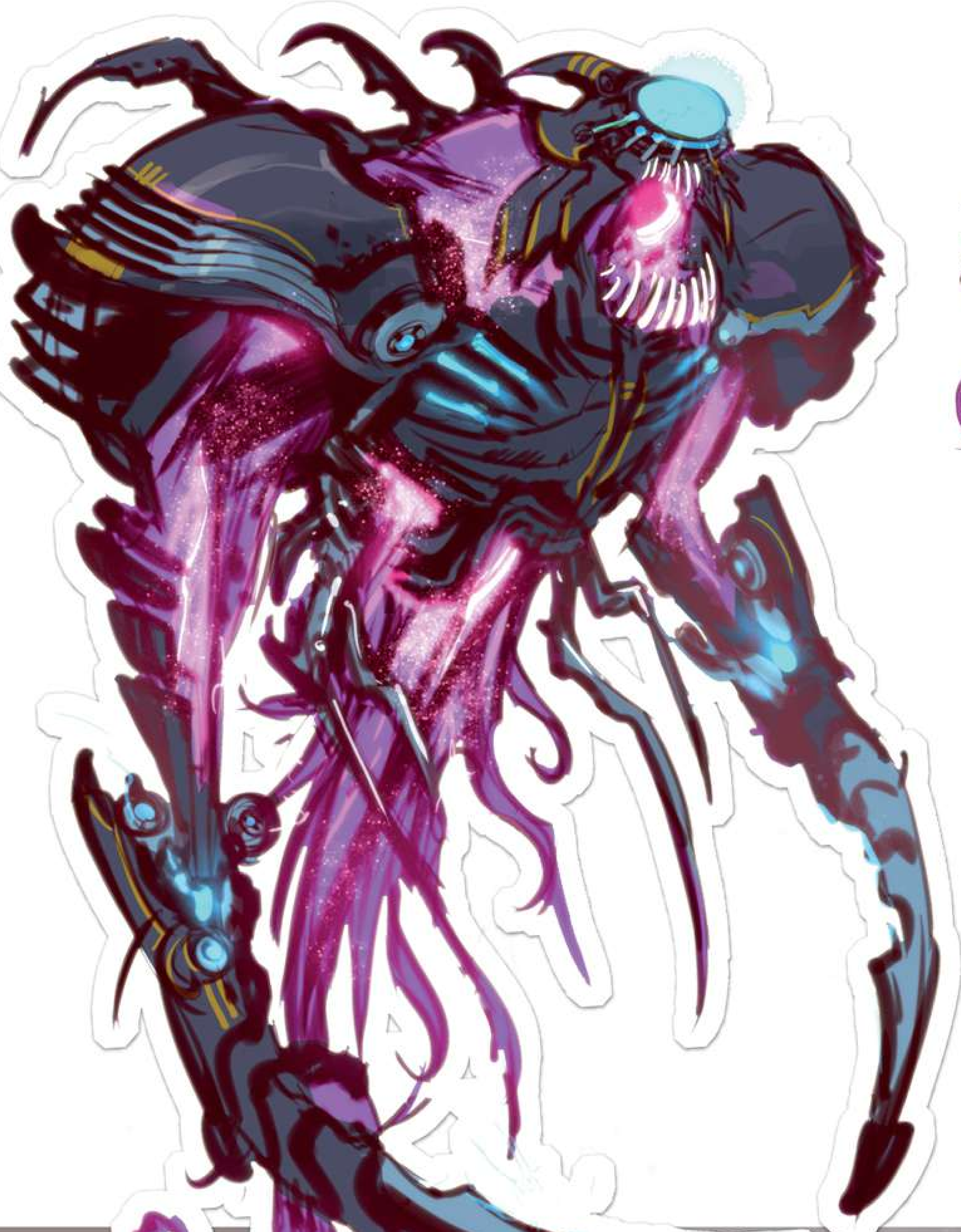
The counterpart to his twin sister, Neftin became our version of Frankenstein's monster—complete with a mechanical heart.

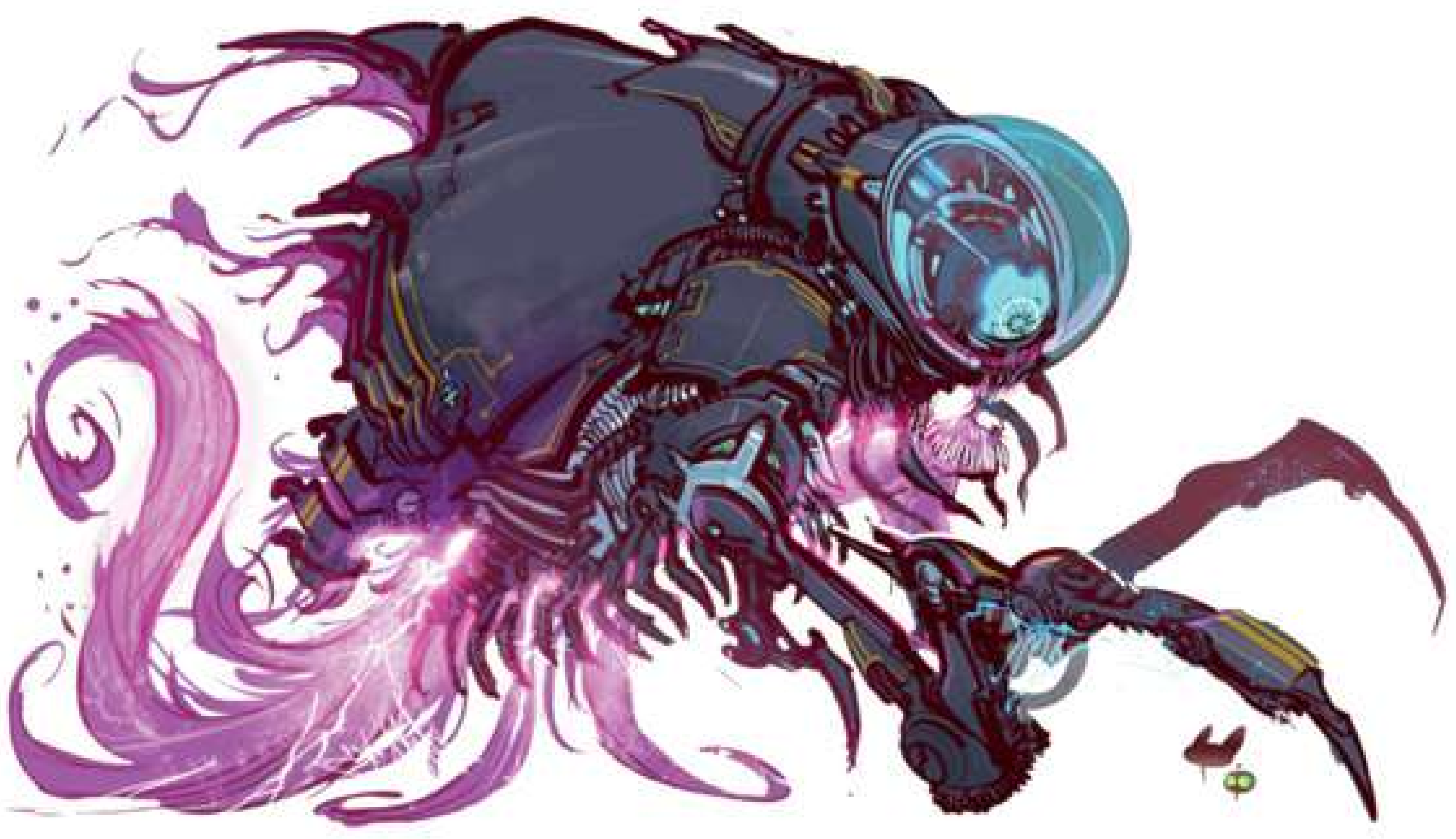


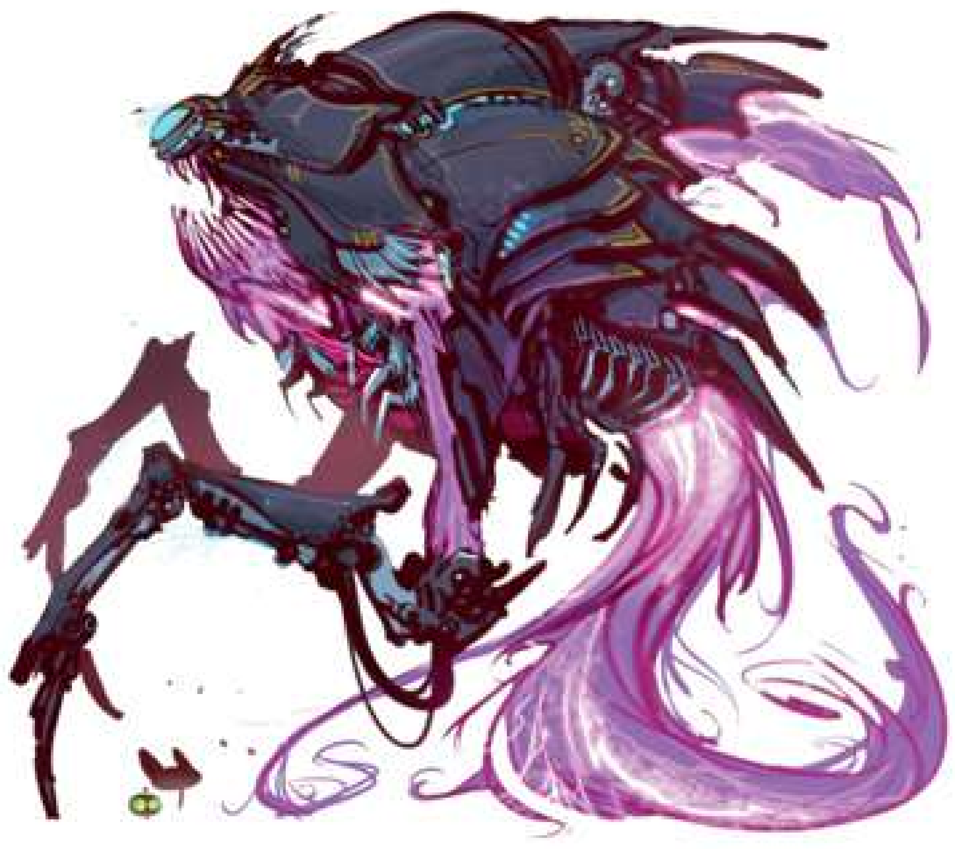




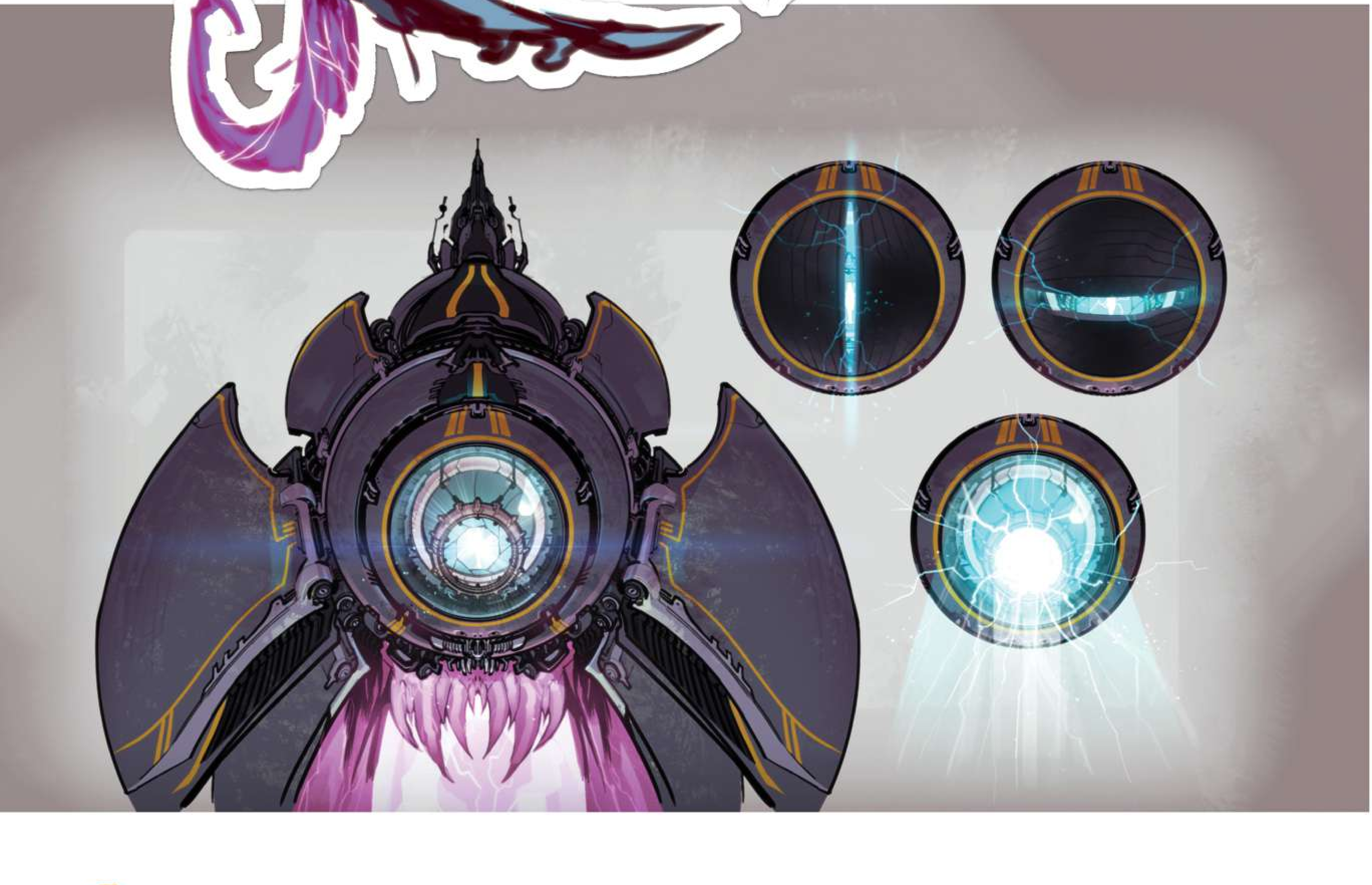


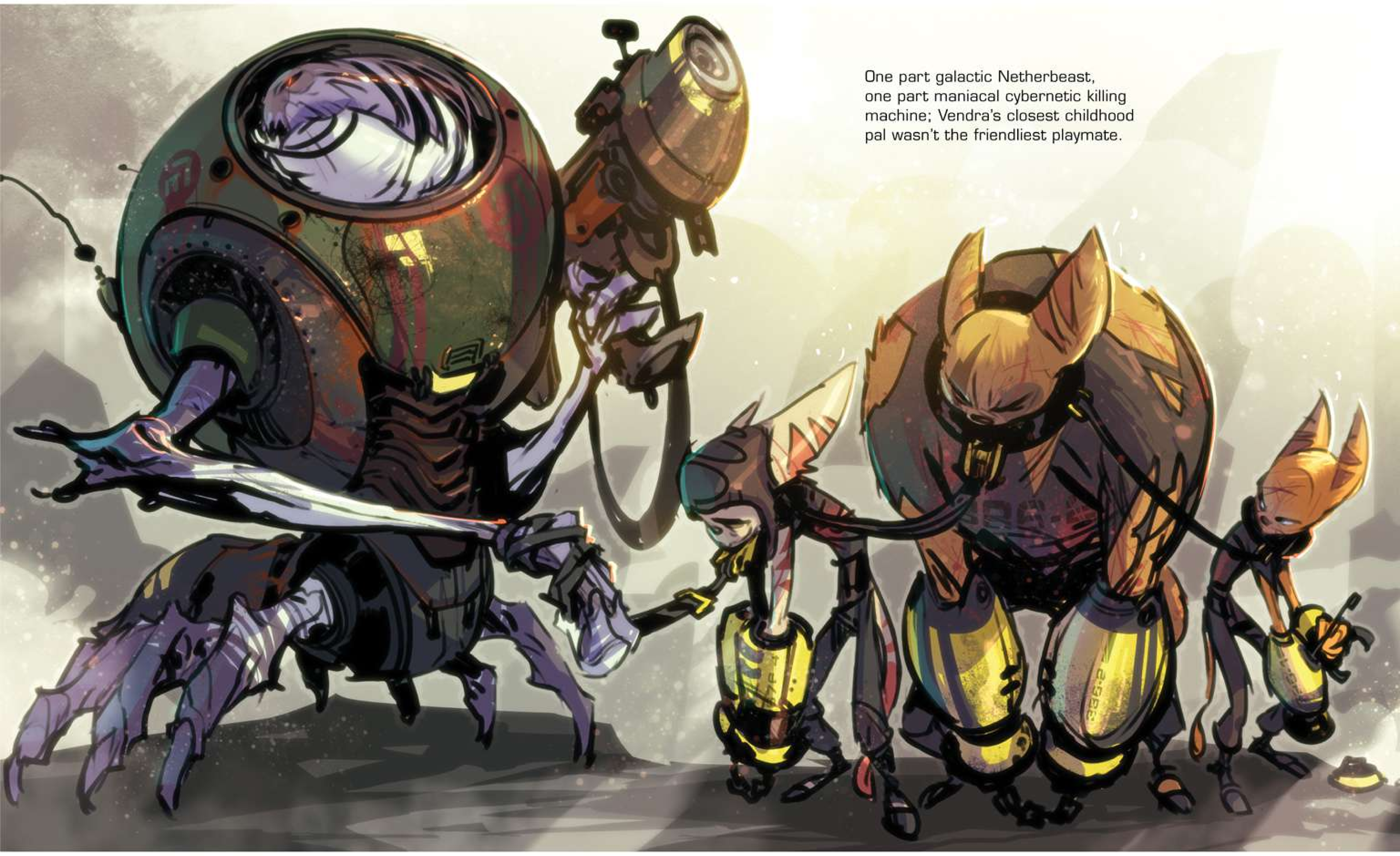




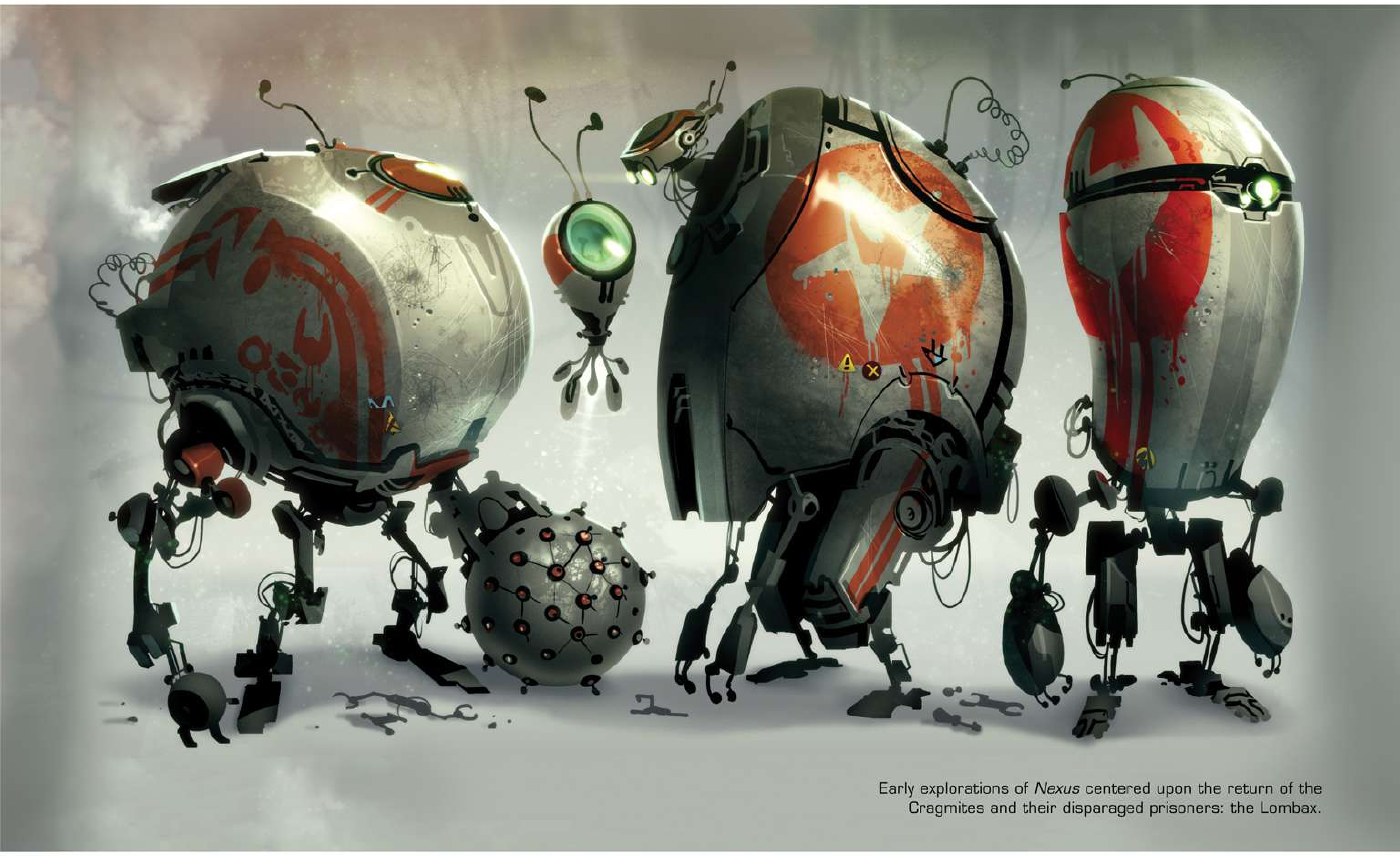


MR. EYE



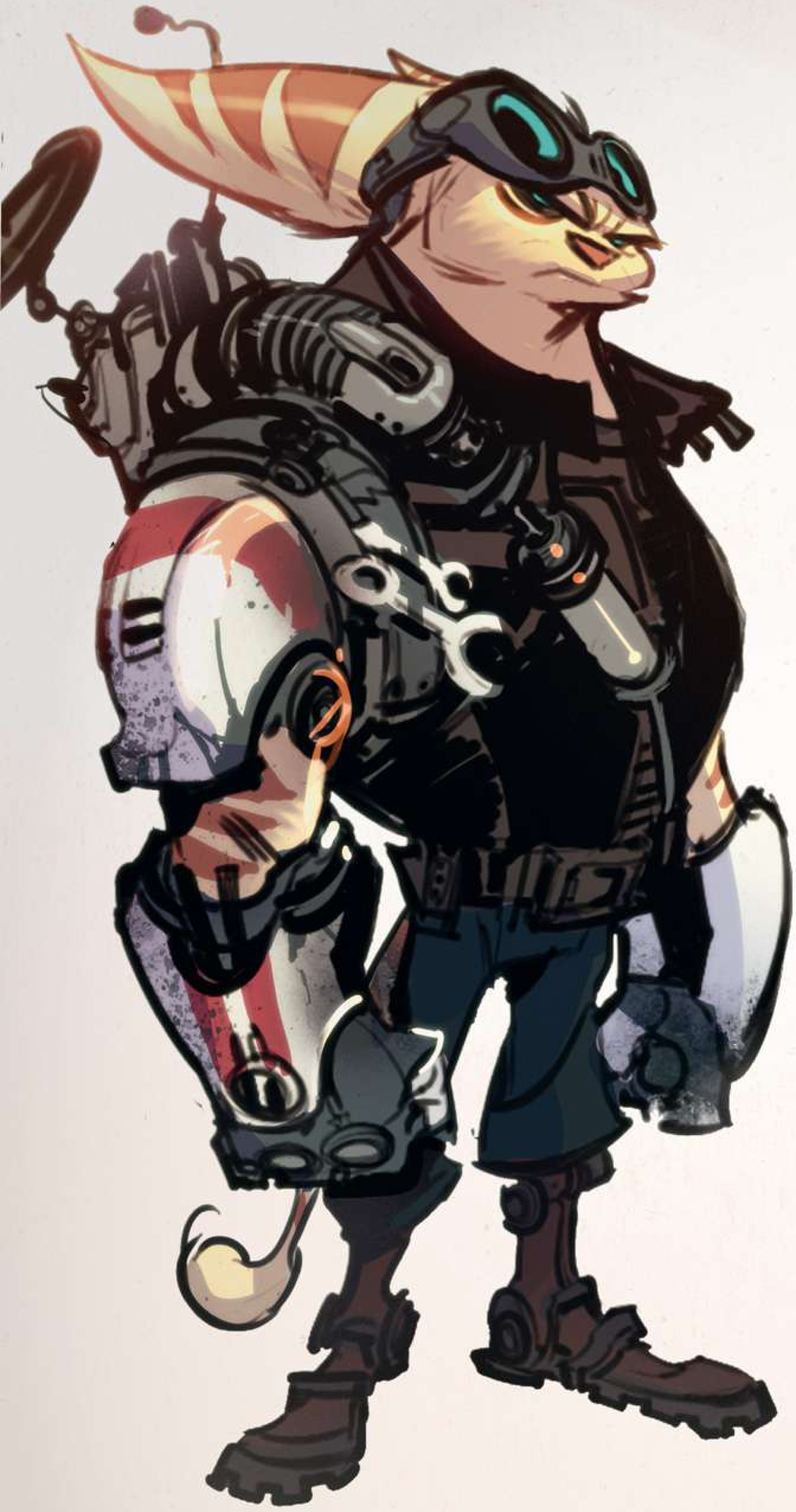


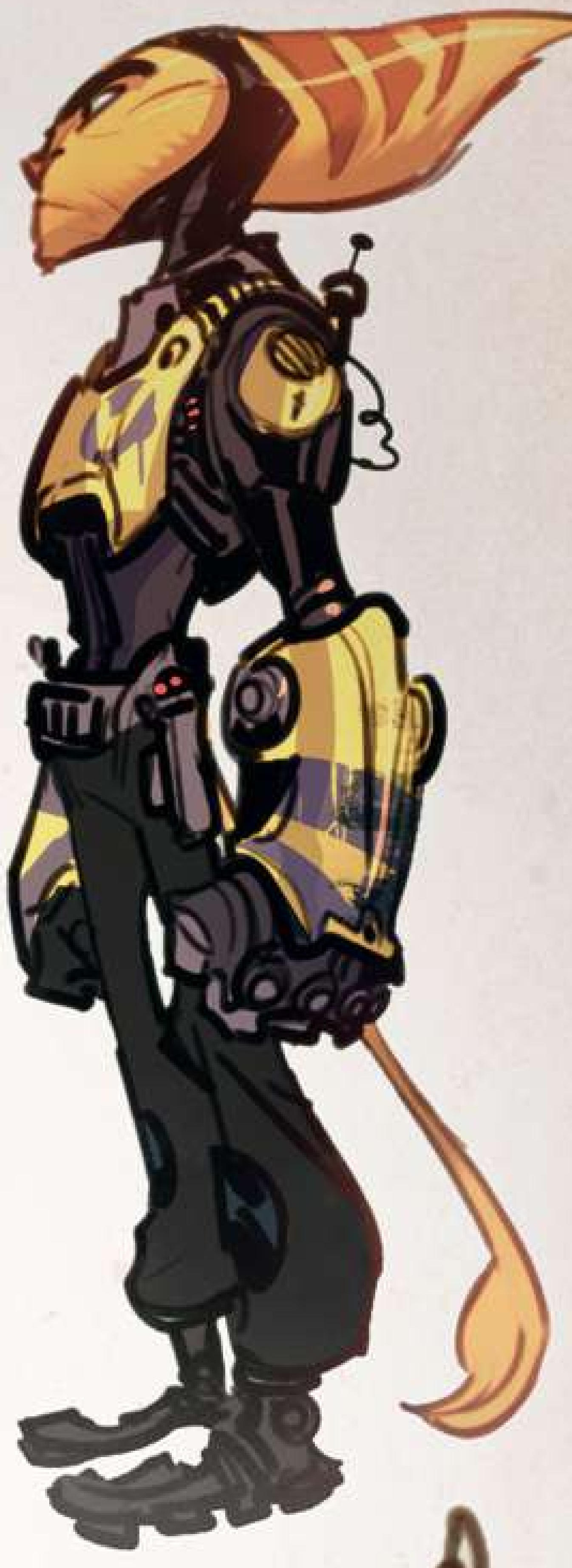
One part galactic Netherbeast, one part maniacal cybernetic killing machine; Vendra's closest childhood pal wasn't the friendliest playmate.



Early explorations of *Nexus* centered upon the return of the Cragmites and their disparaged prisoners: the Lombax.

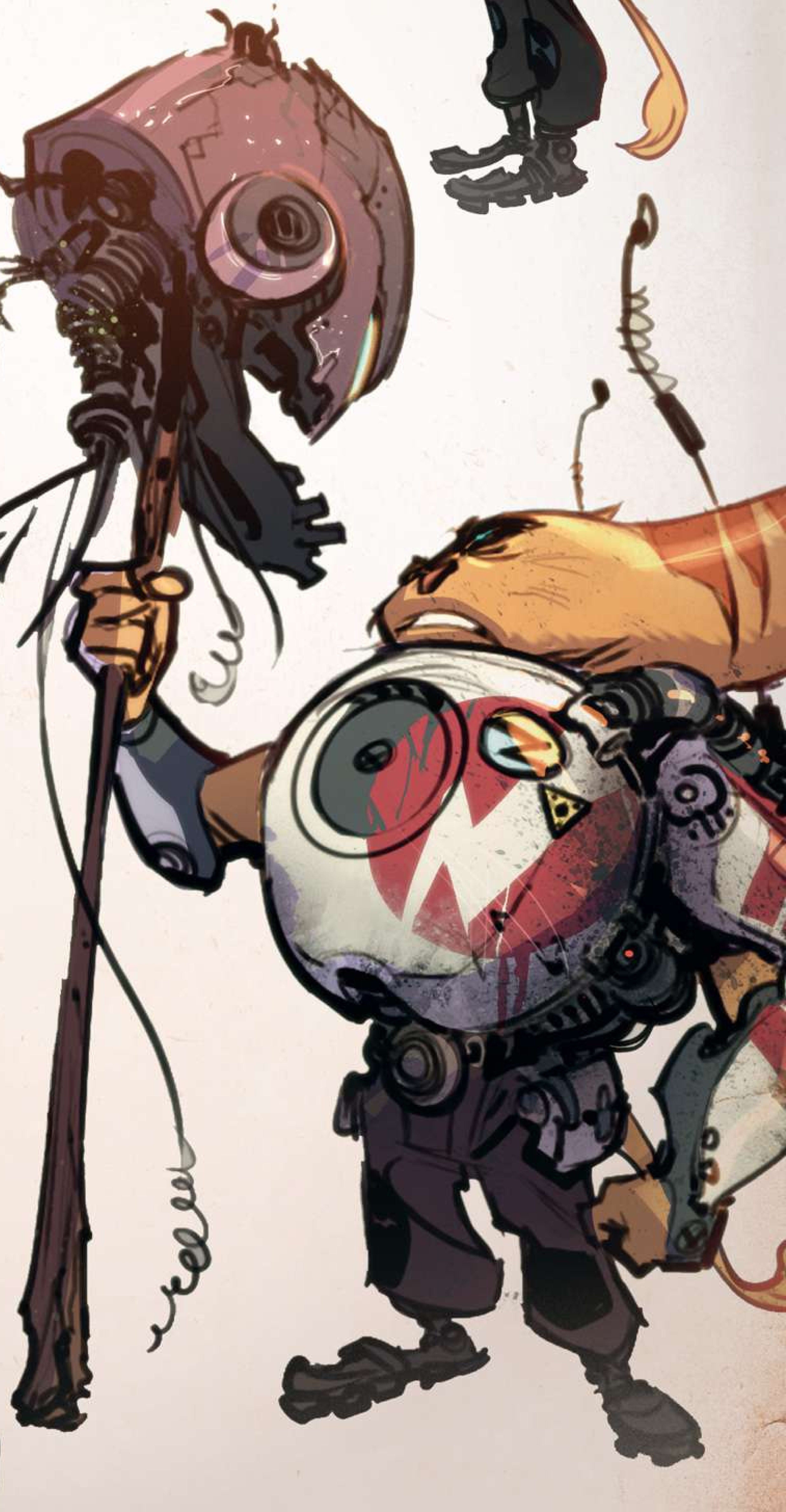
More concepts for Lombax technology, all cunningly engineered to combat their alien oppressors.

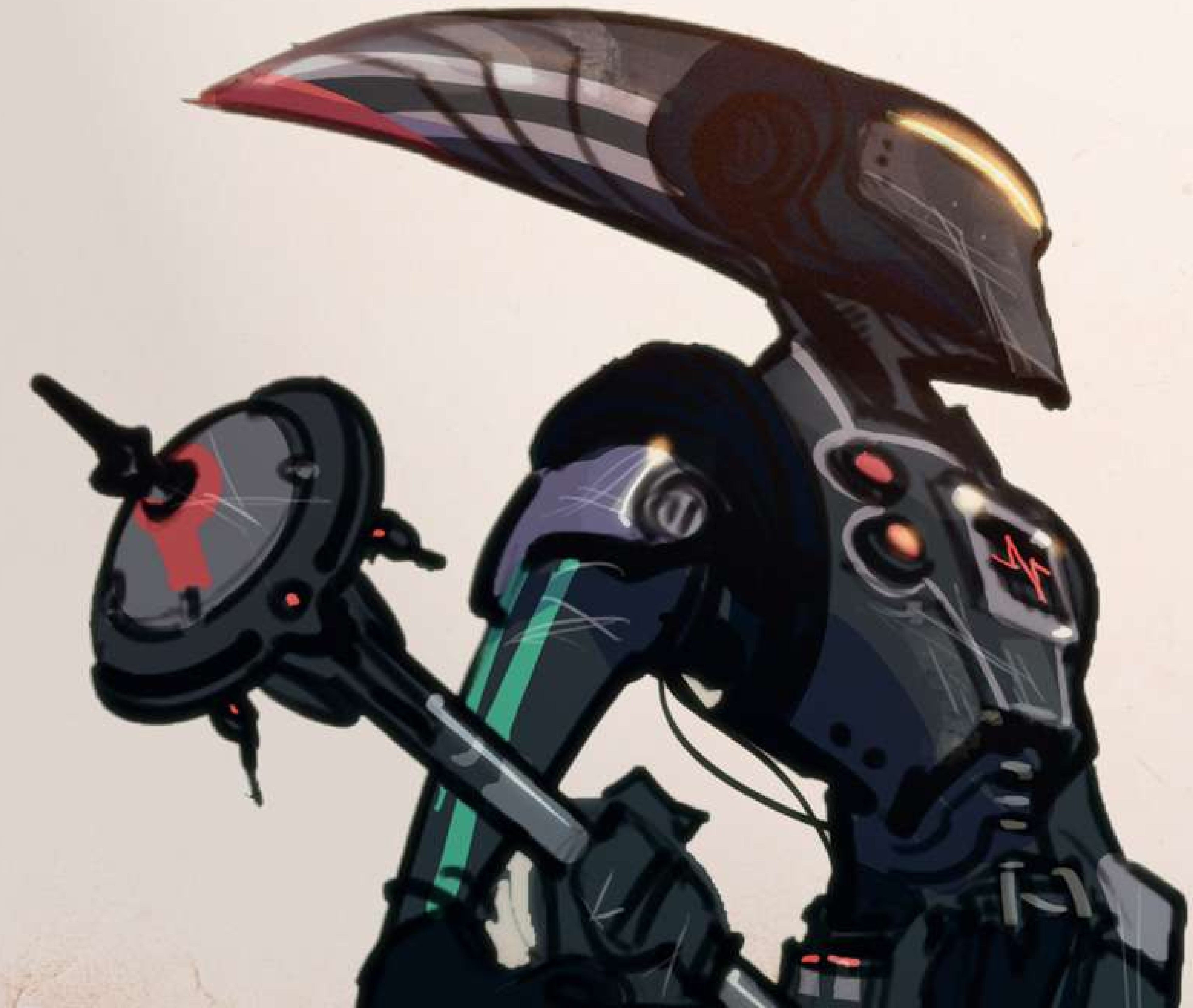




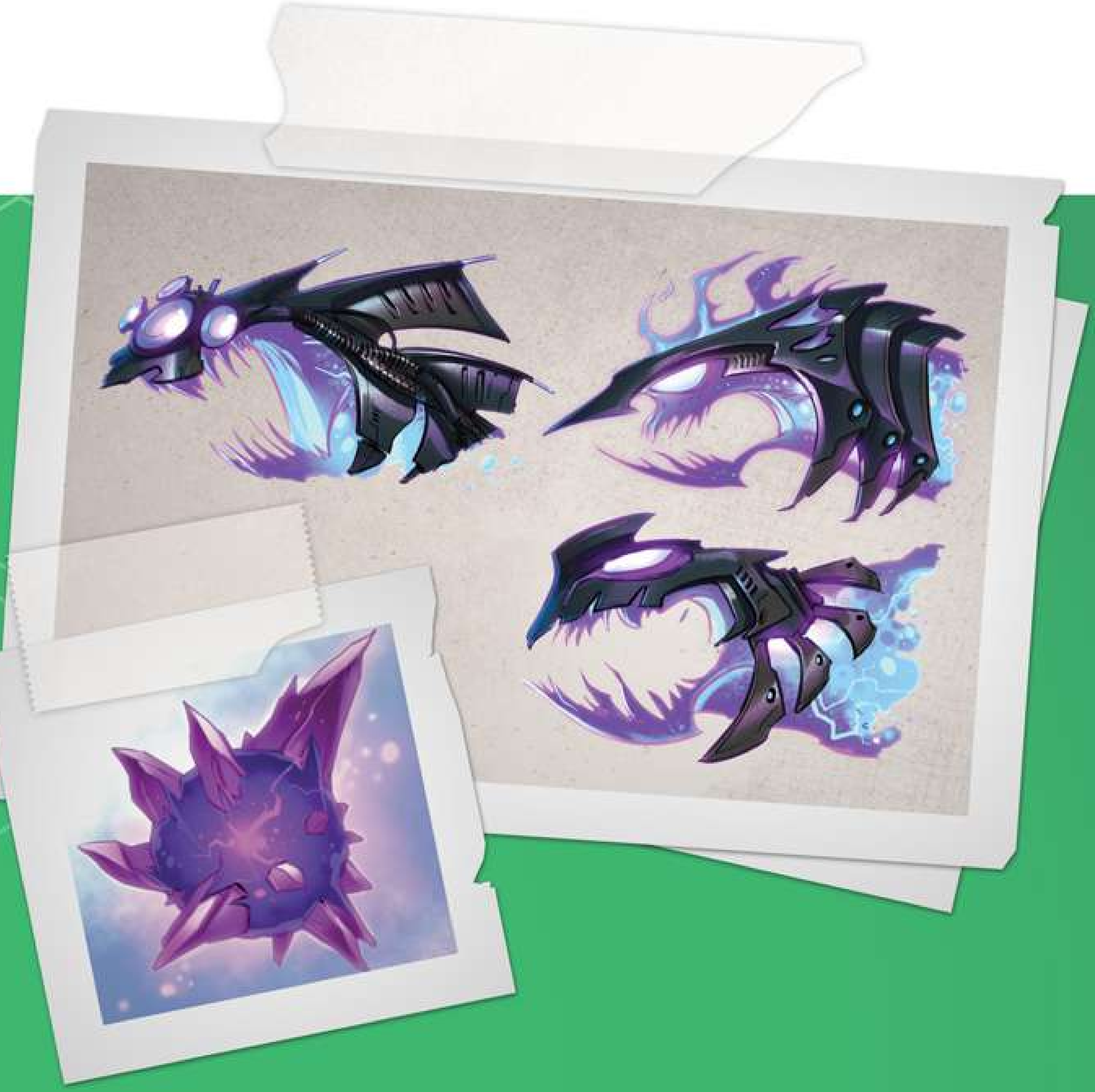
LOMBAX SOCIETY

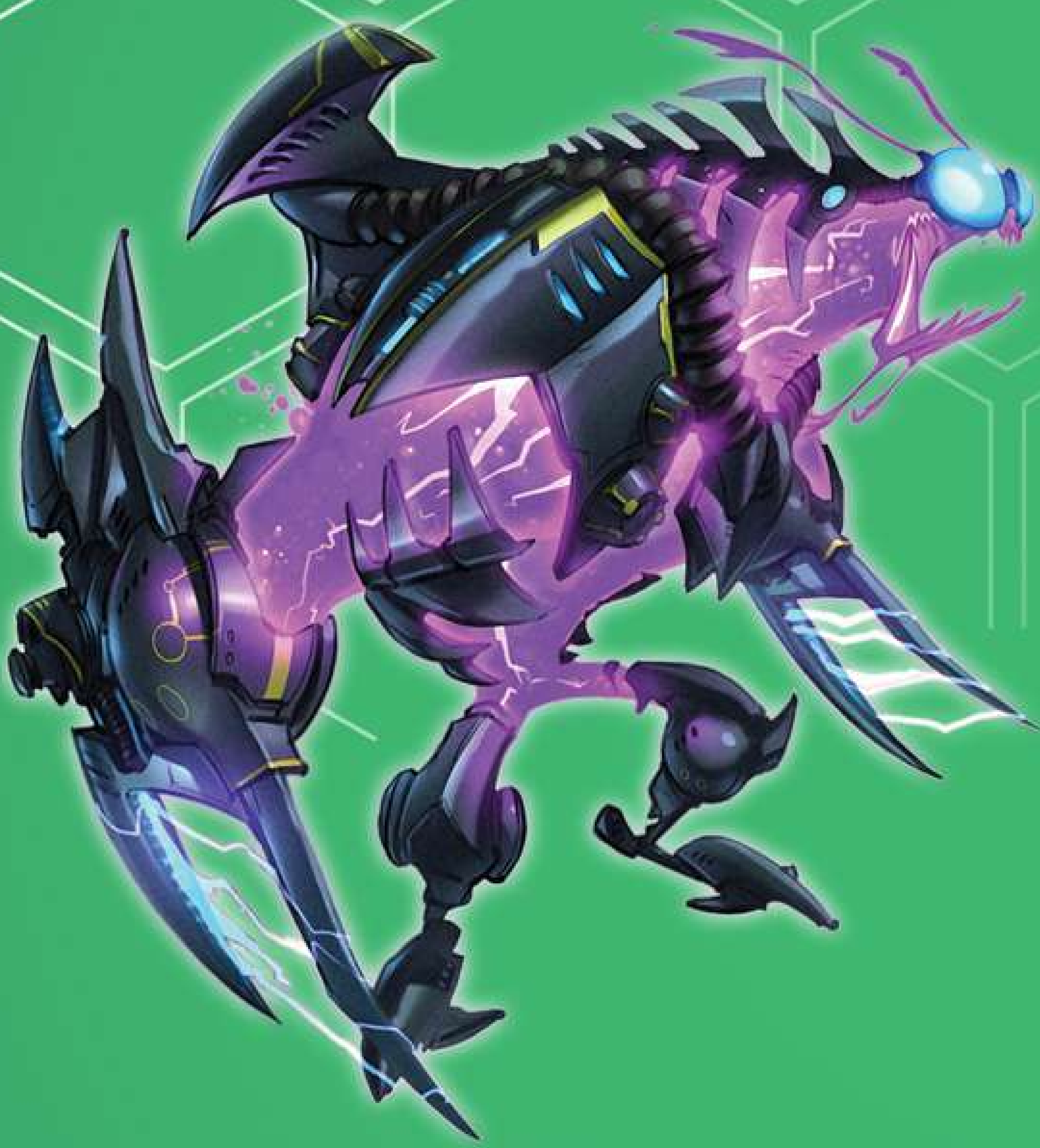
The Nexus Lombax society would have included several thriving factions including warriors, pilots, scouts, and mechanics—all united against the malicious Cragmite scourge.

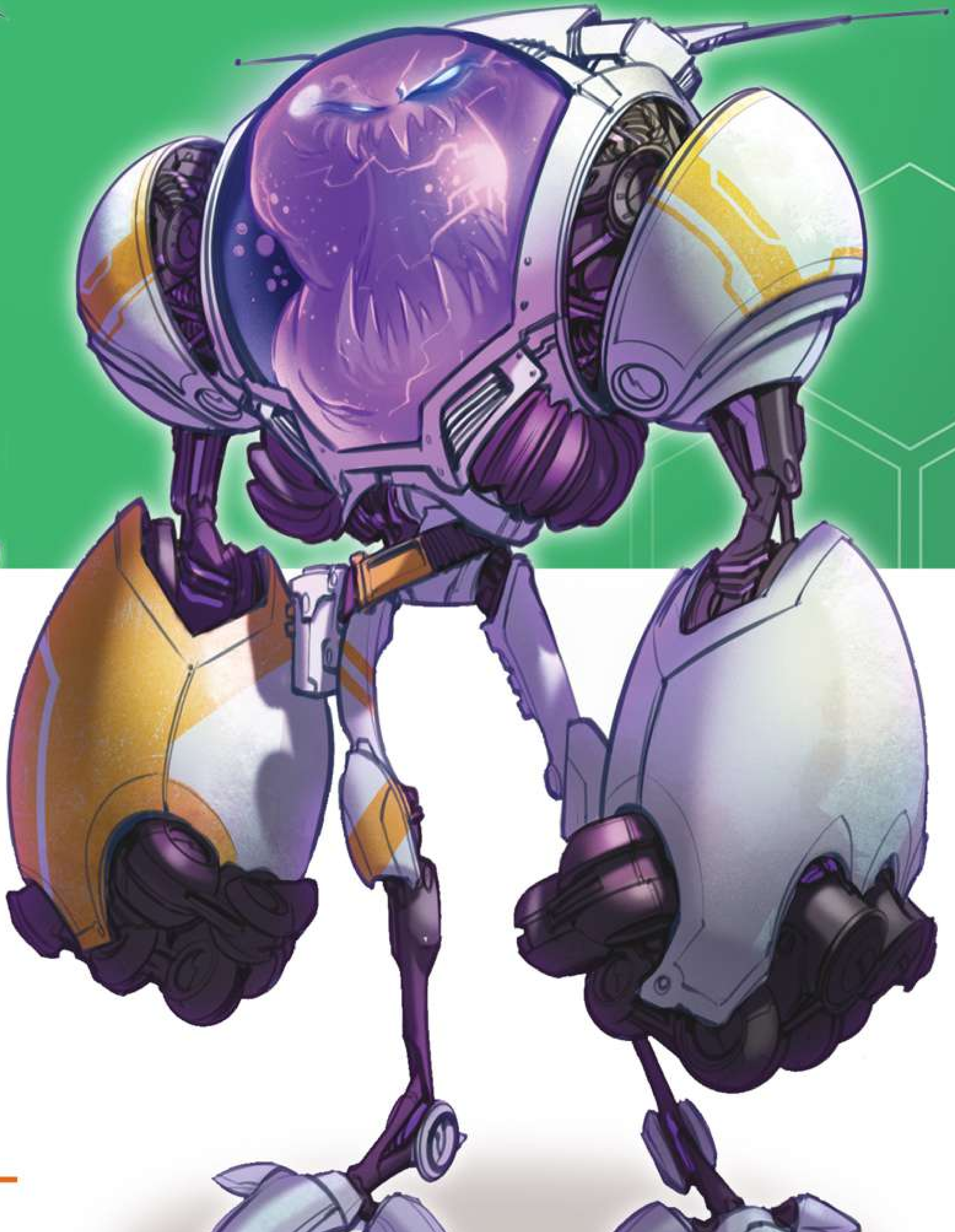


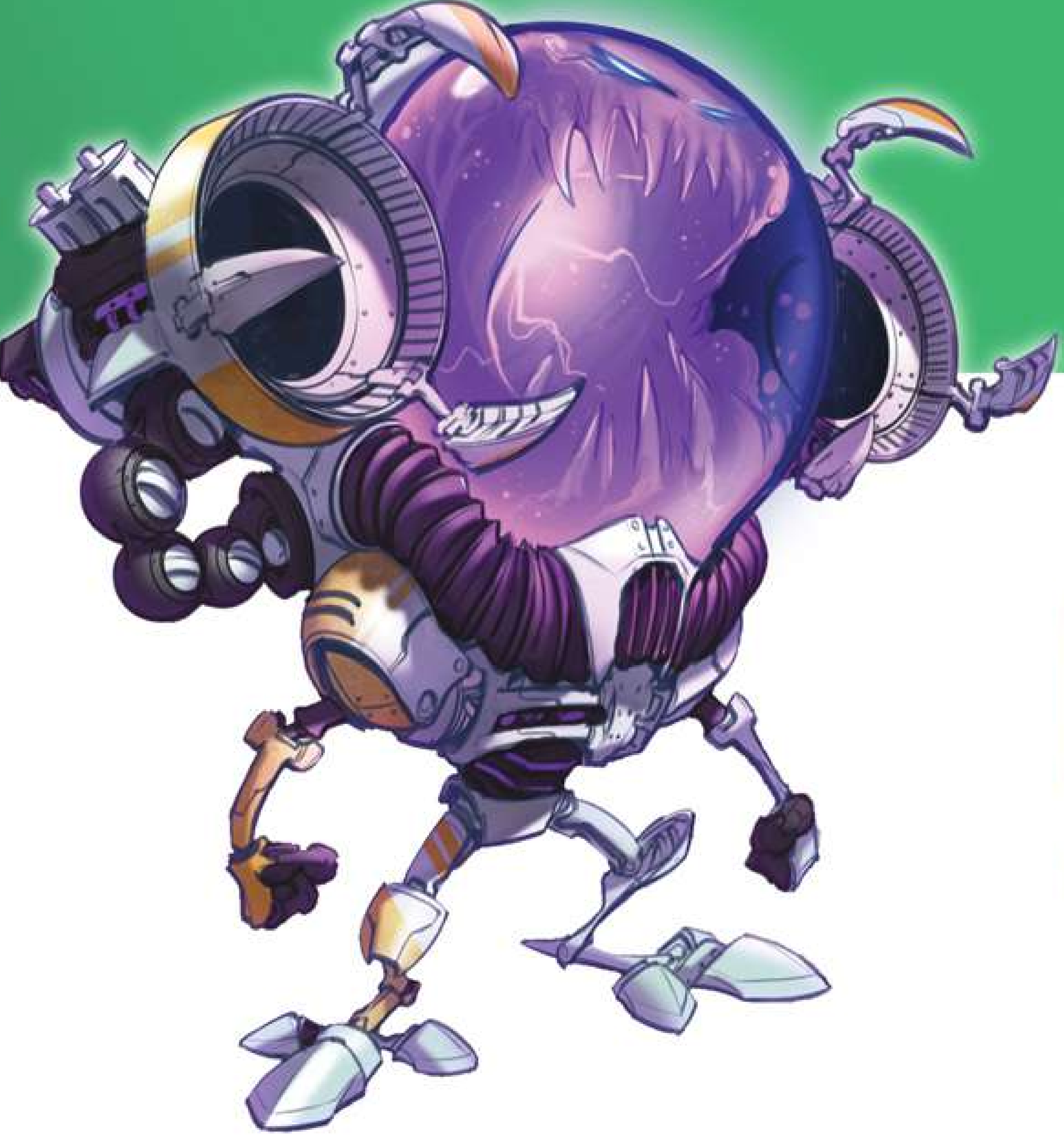


ENEMIES



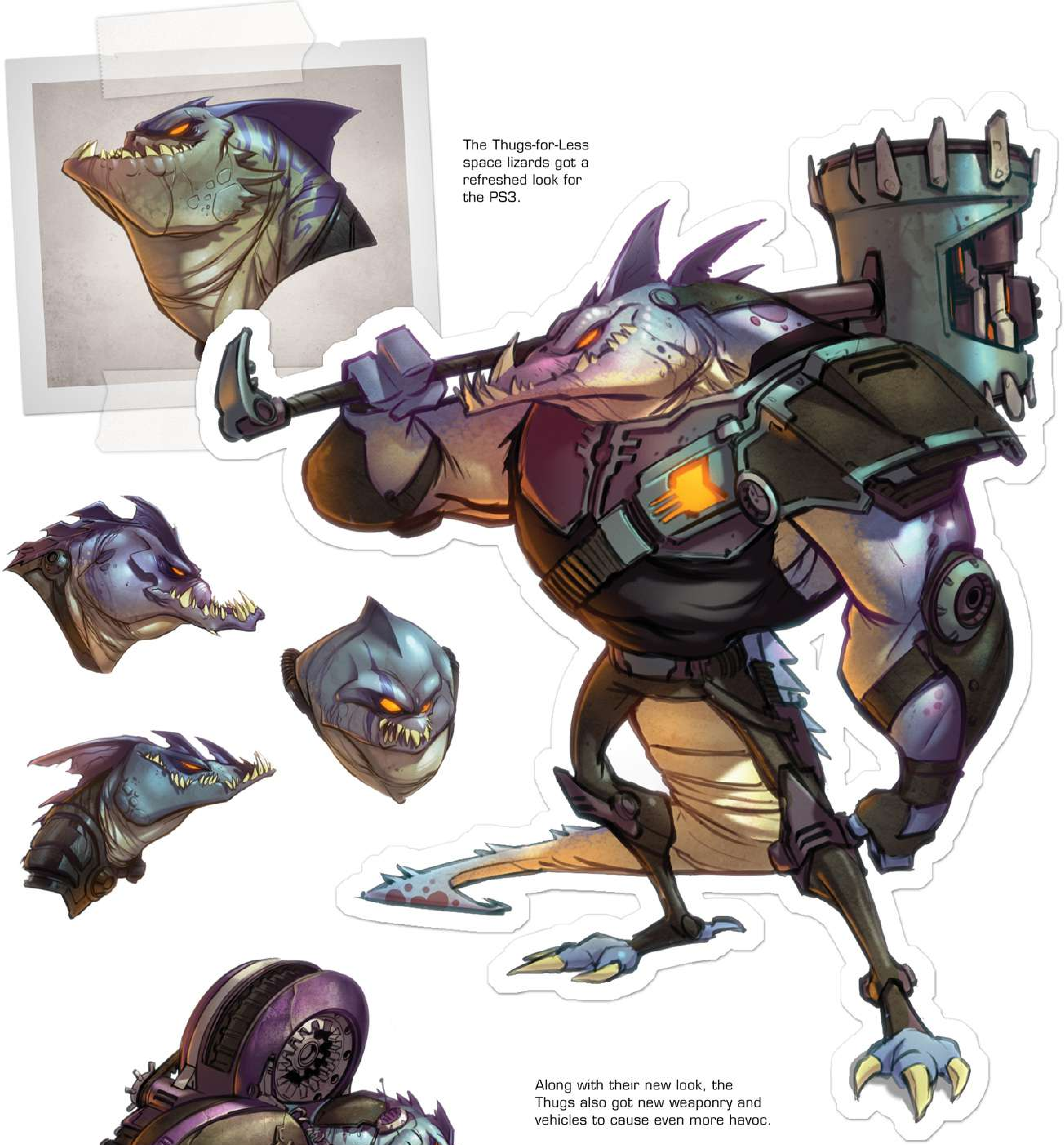






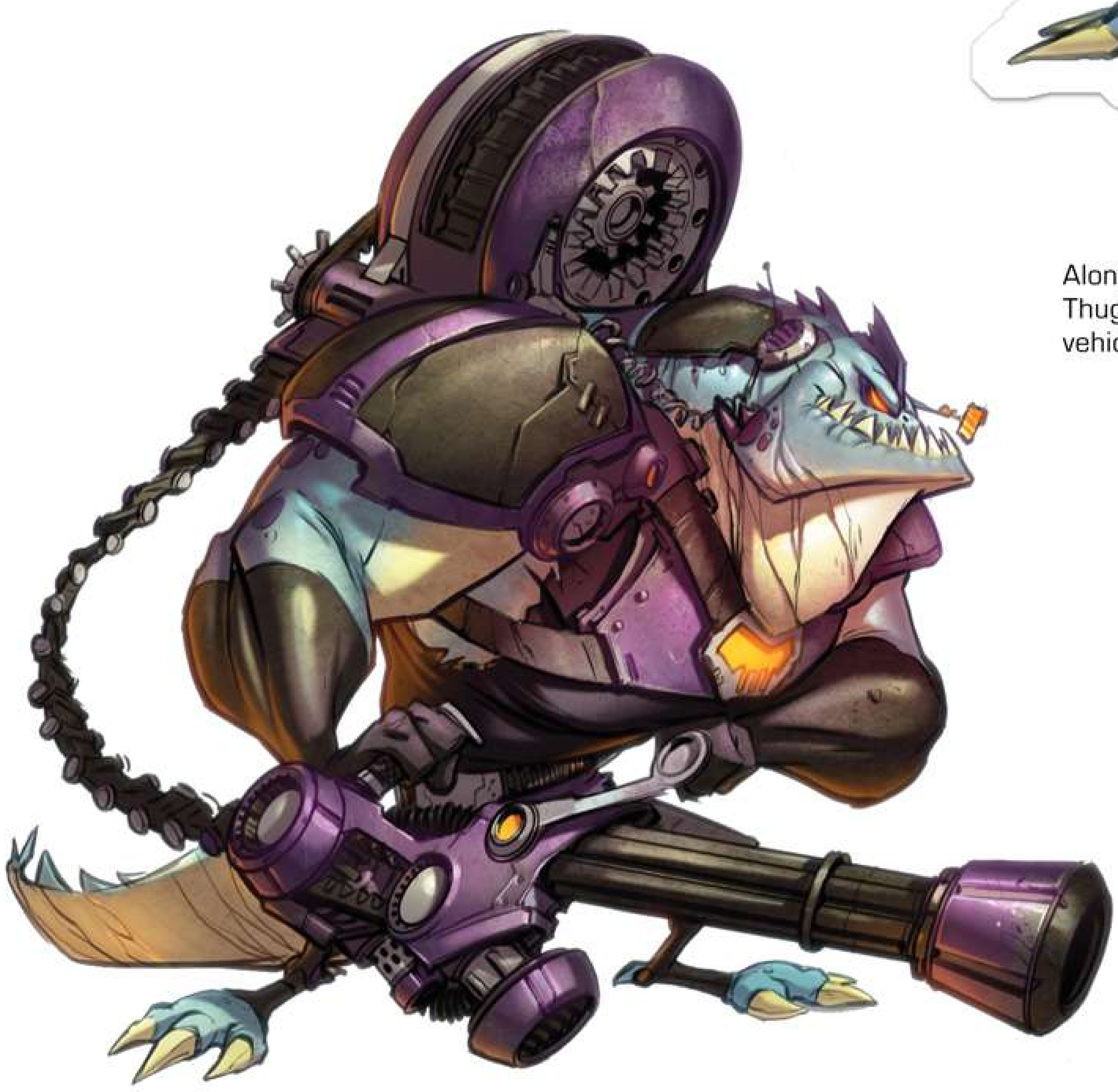
NETHERBEASTS

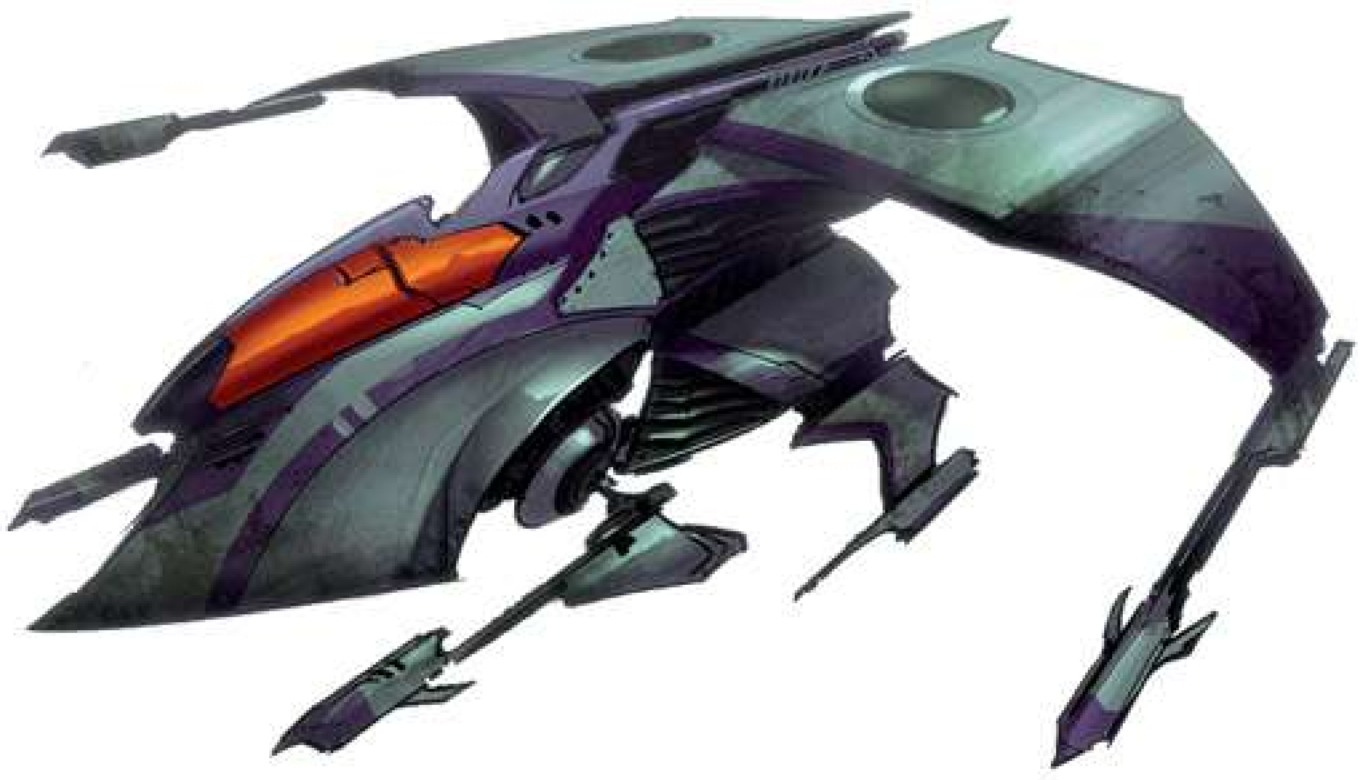
Made from an energy from another dimension, these enemies could dematerialize and rematerialize in a new location to avoid taking fire.

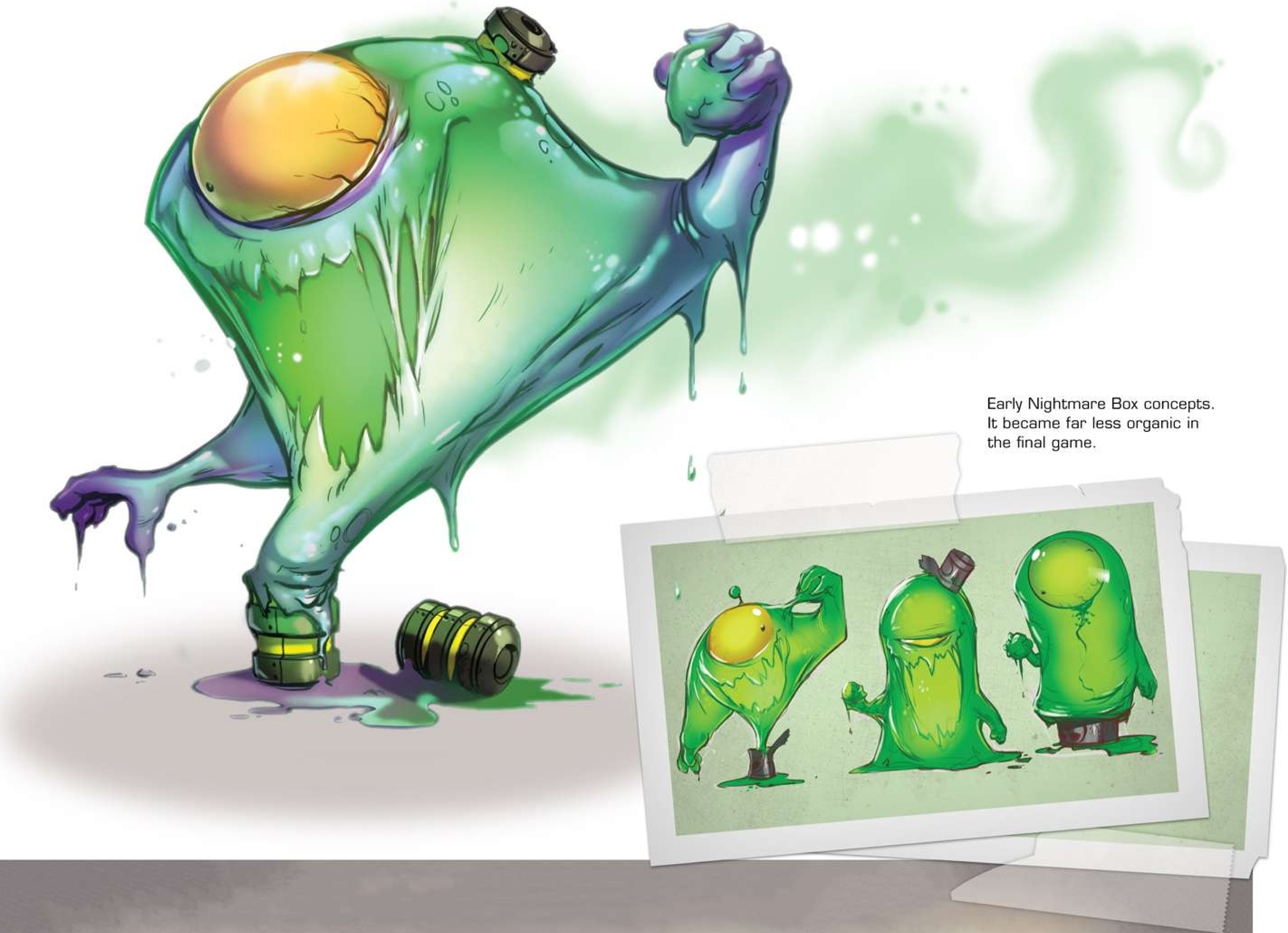


The Thugs-for-Less space lizards got a refreshed look for the PS3.

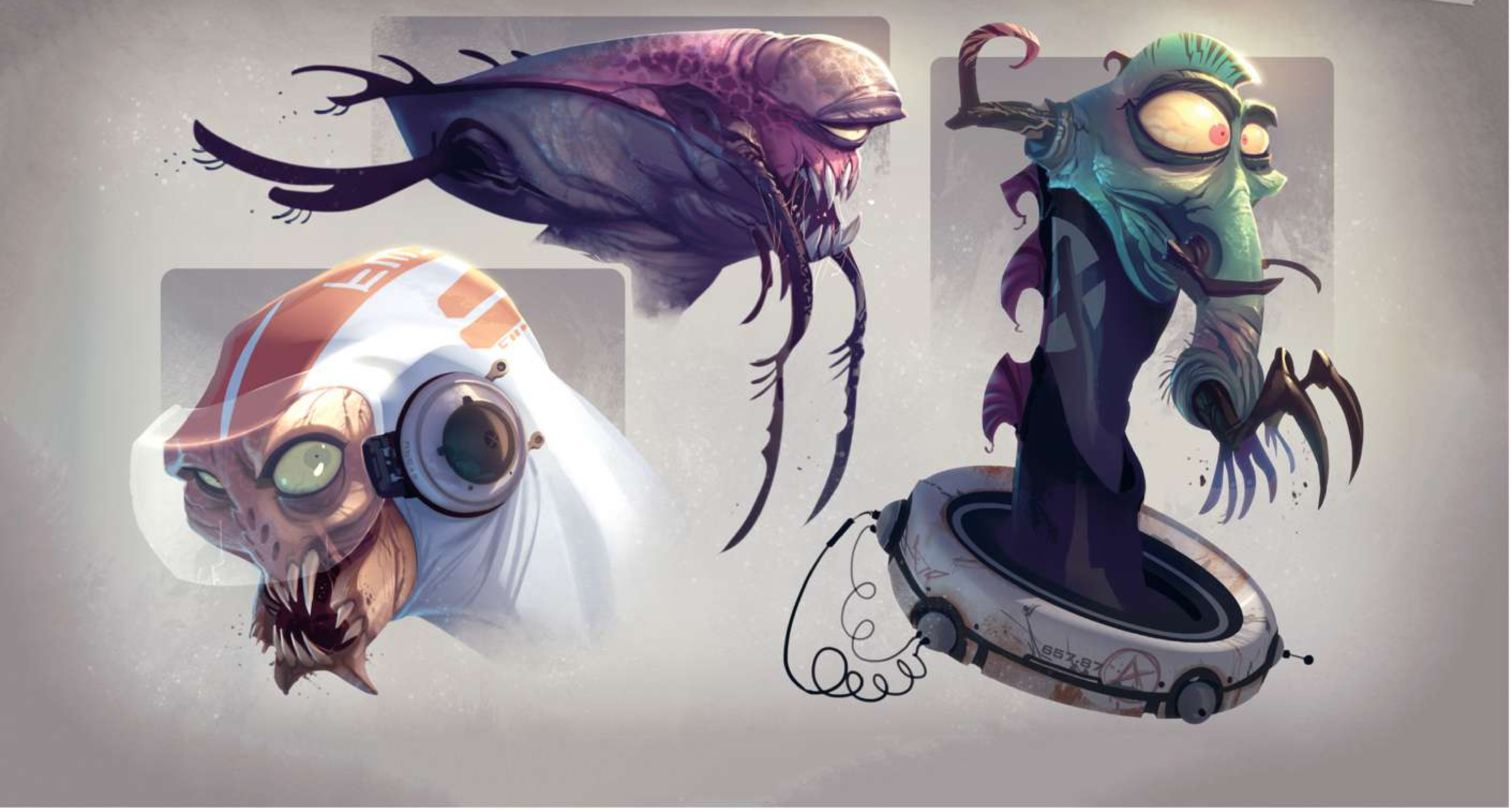
Along with their new look, the Thugs also got new weaponry and vehicles to cause even more havoc.

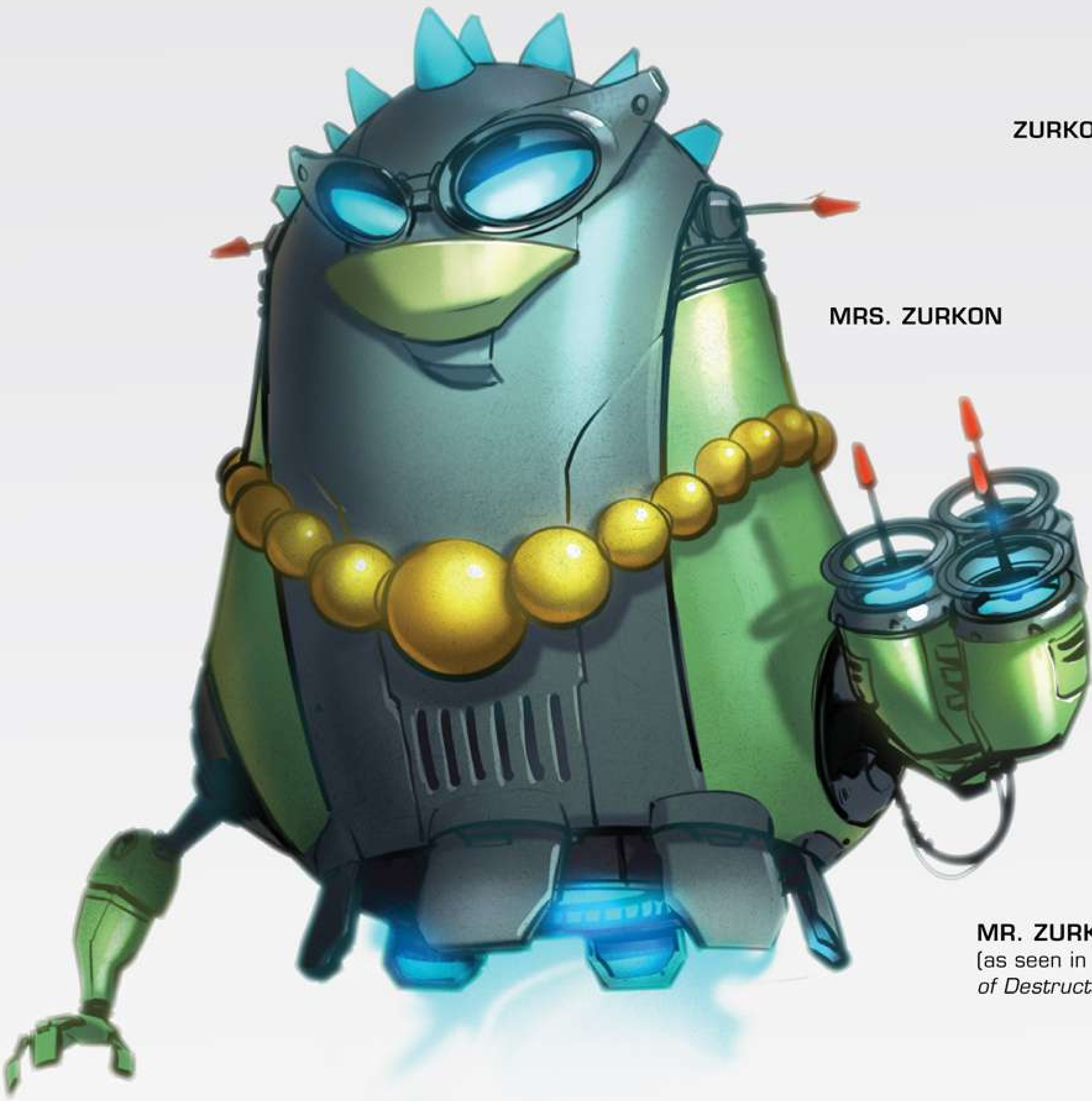




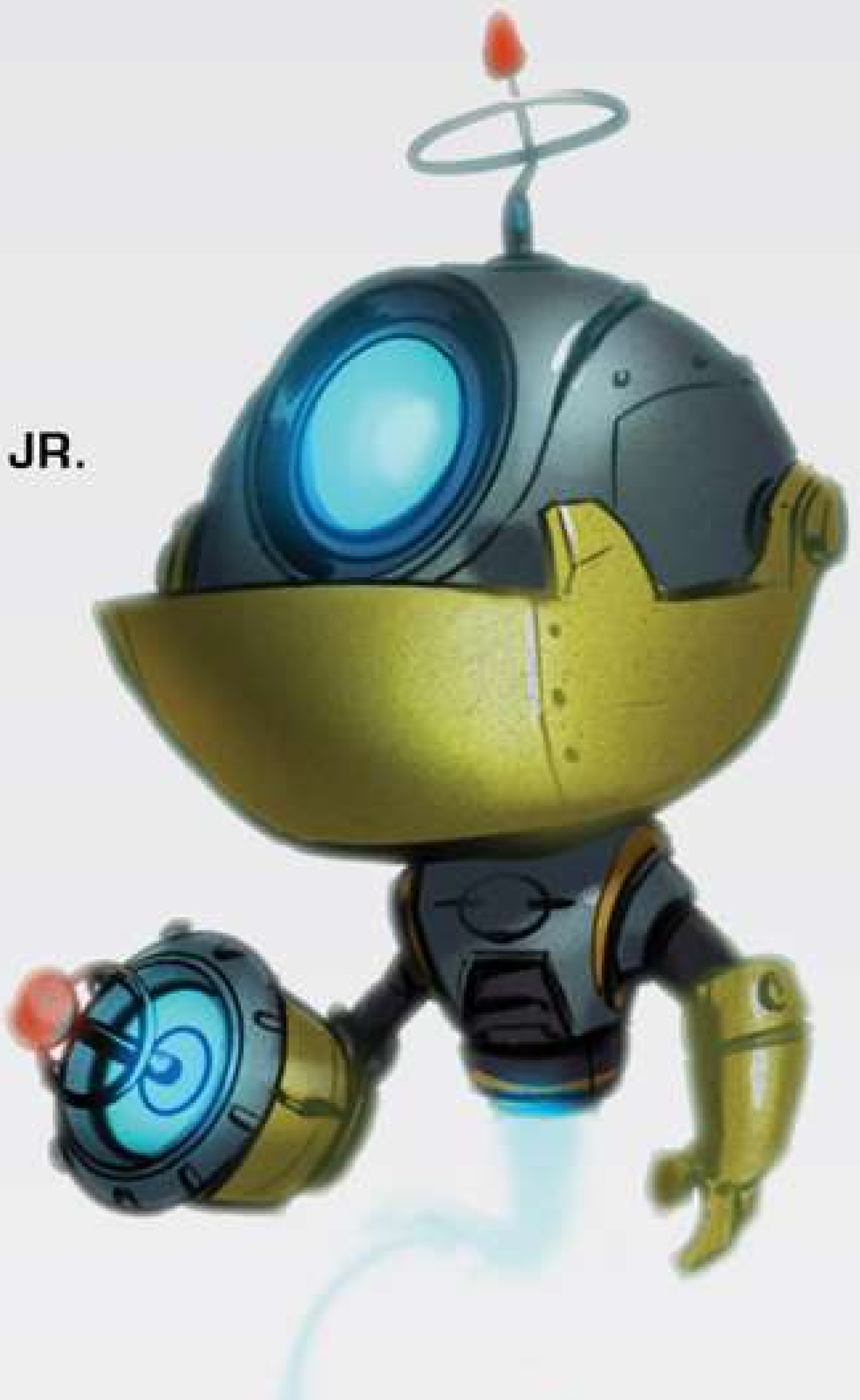


Early Nightmare Box concepts. It became far less organic in the final game.

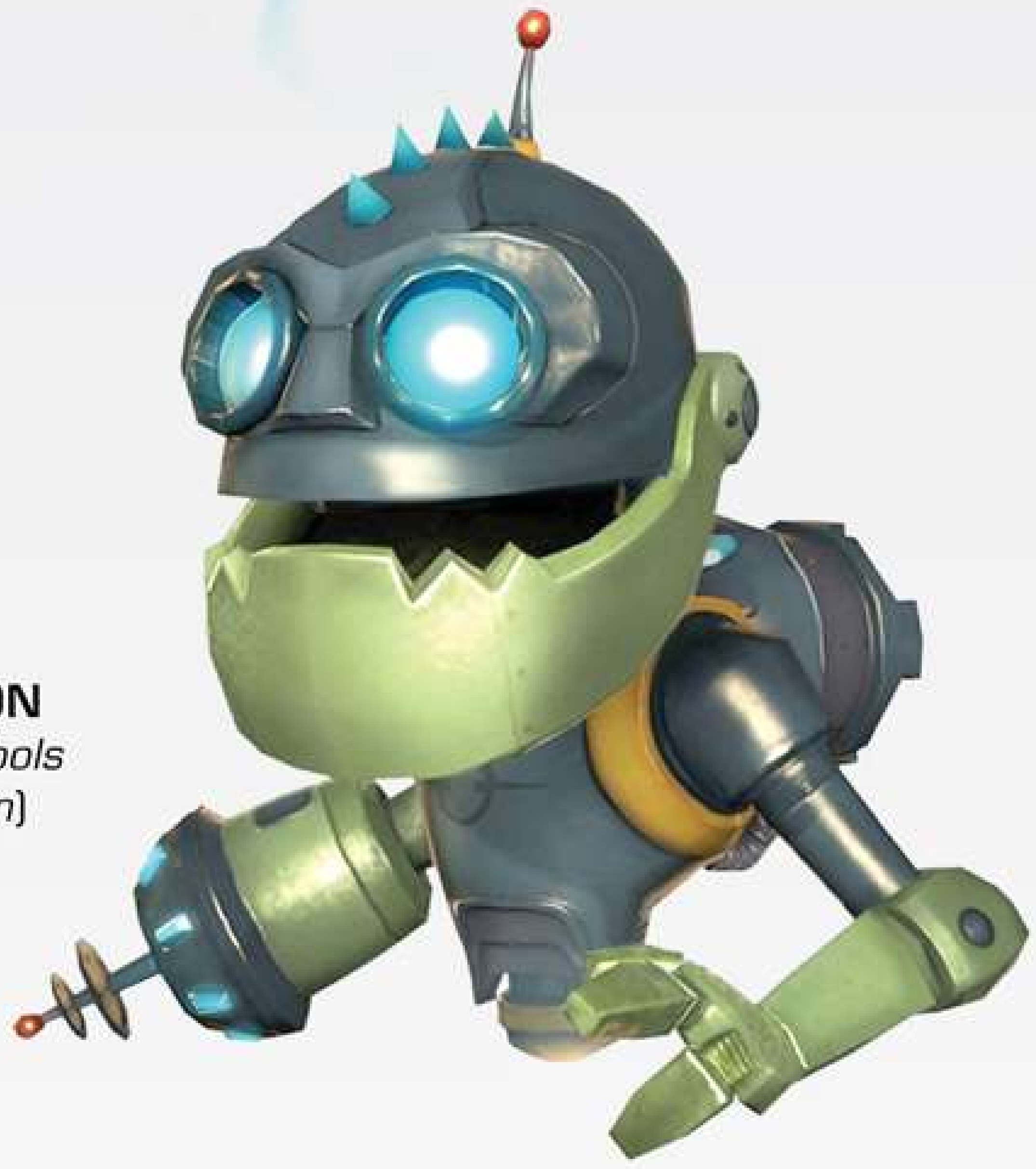




MRS. ZURKON

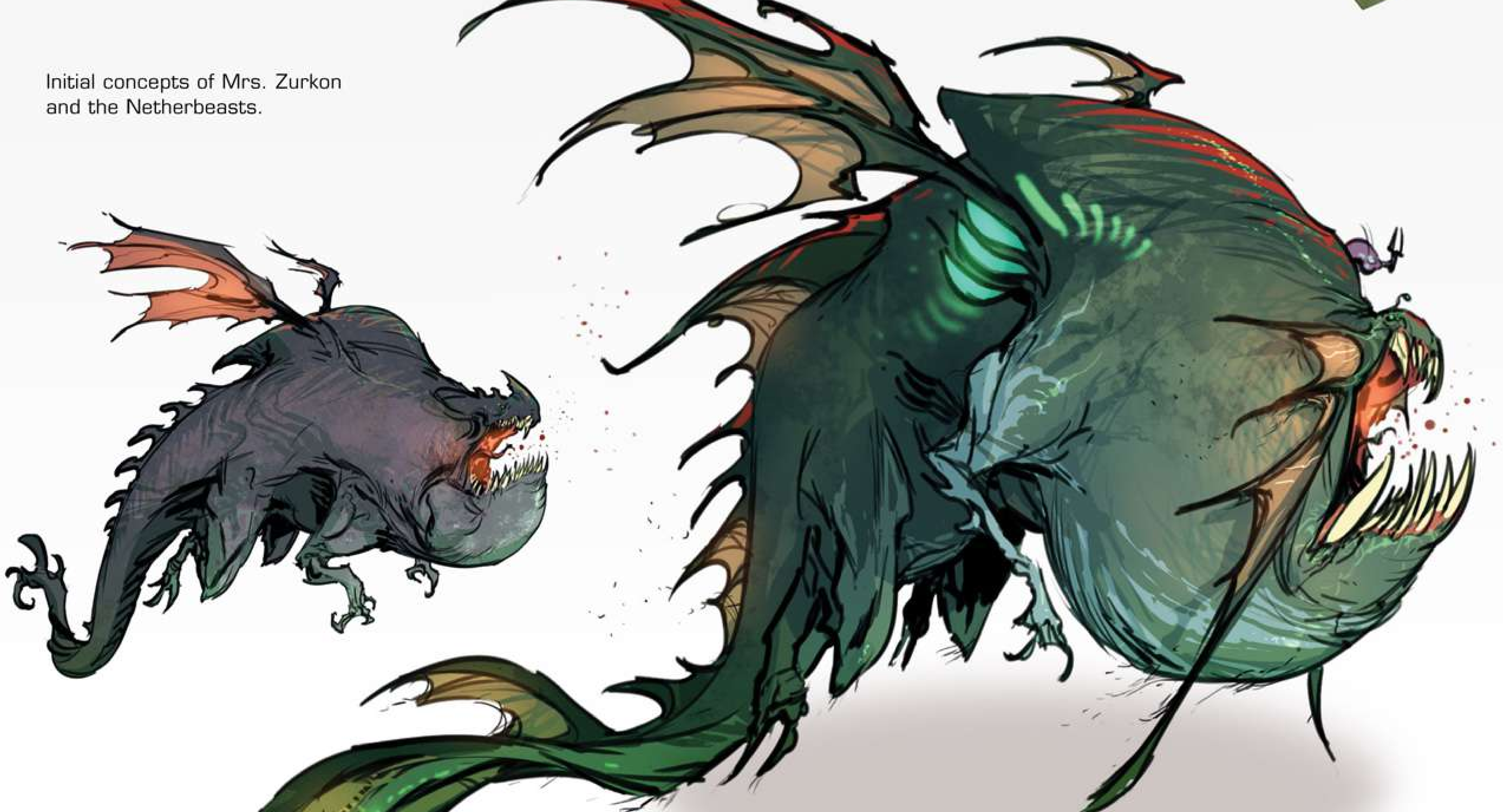


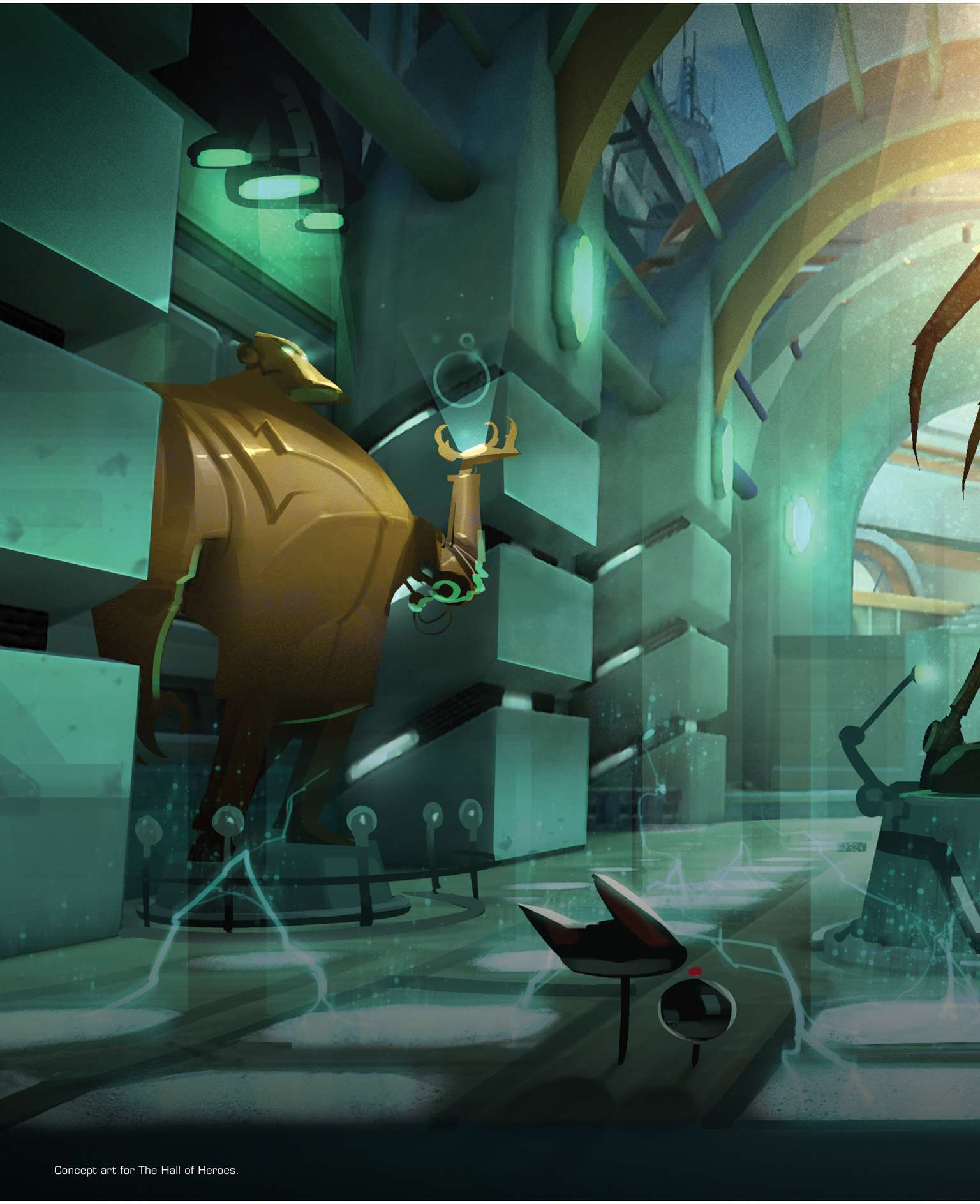
ZURKON JR.



MR. ZURKON
(as seen in *Tools of Destruction*)

Initial concepts of Mrs. Zurkon and the Netherbeasts.





Concept art for The Hall of Heroes.

PS4 ERA

2016–PRESENT

Thanks to the development of the *Ratchet & Clank* movie, Insomniac had the chance to create a game to tie-in with the film's release. Creating an entry point to the franchise for new players while employing all of the lessons and greatest hits from throughout the series was a perfect opportunity for the team. The PlayStation 4 finally allowed the team to achieve the CG-animated movie visuals that they had long strived to achieve.

The fan reaction was enormous, and *Ratchet & Clank* (2016), went on to be the fastest selling game in the history of the franchise, re-opening the Solana Galaxy to fans old and new alike.

RATCHET & CLANK™

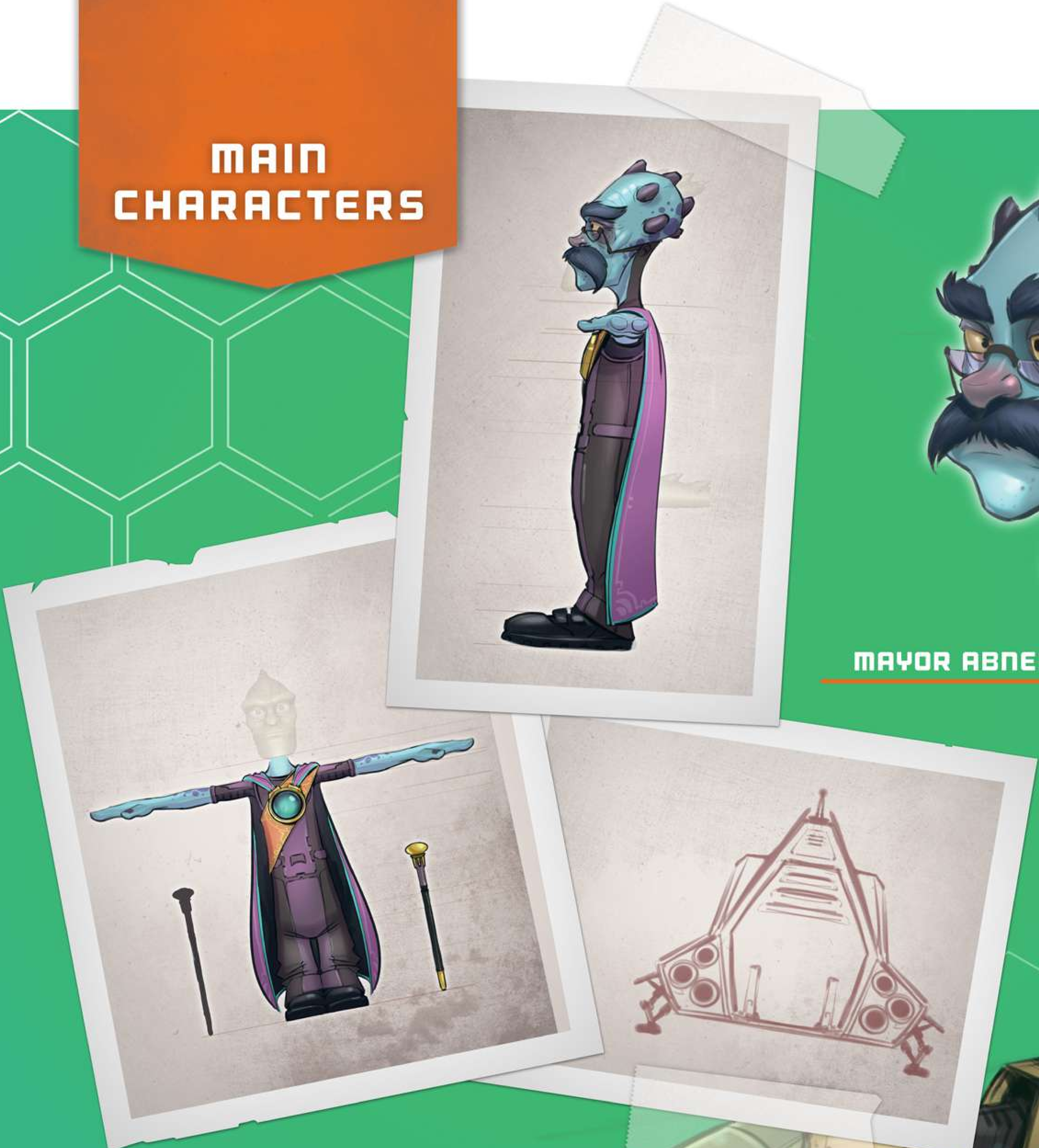
PS4
Only On PlayStation
RATCHET & CLANK
RATING PENDING
RP
ESRB
INSOMNIAC GAMES

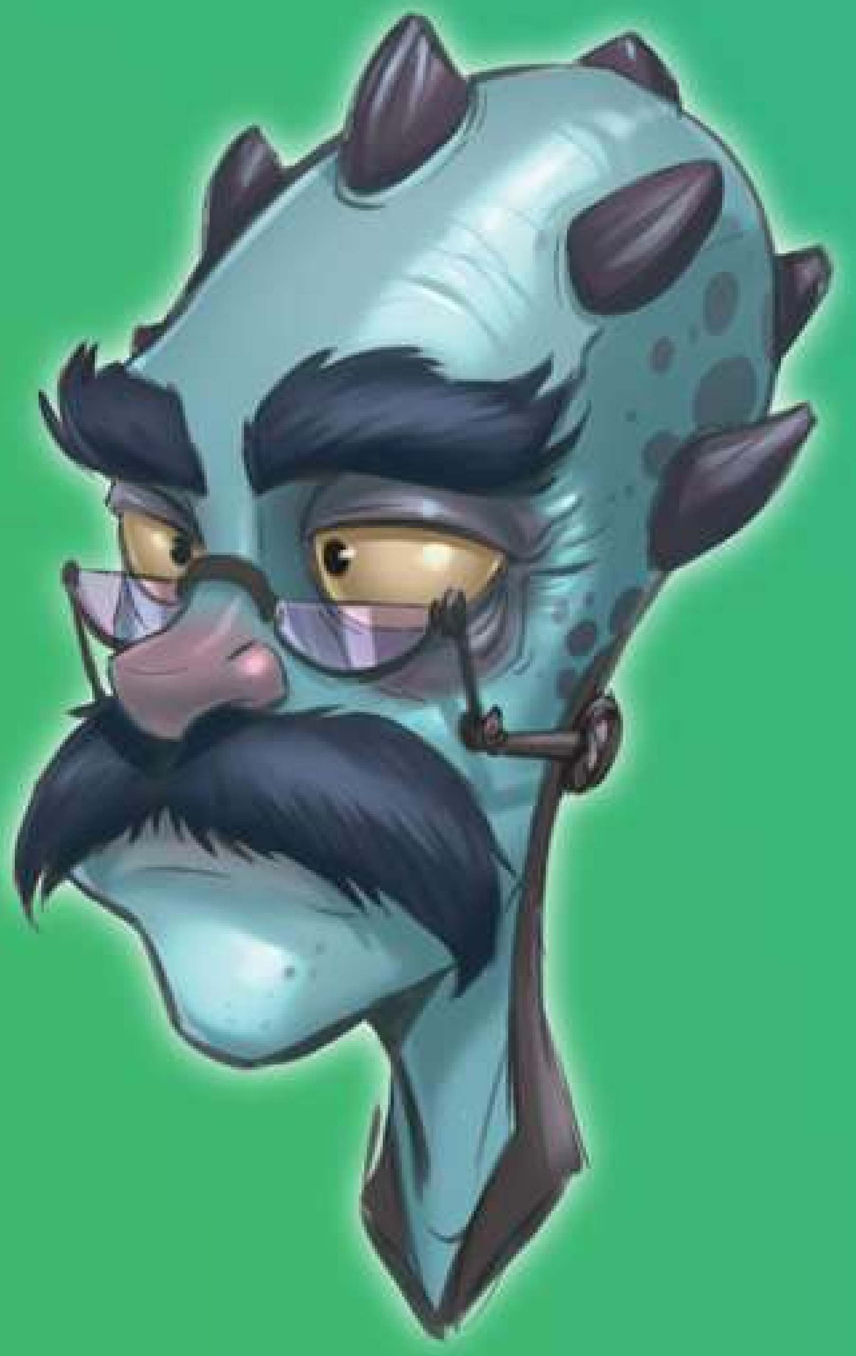
Ratchet & Clank returned on PlayStation 4 with a re-imagining of the original game, and launched alongside the major motion picture. Insomniac took the opportunity to re-build worlds and creatures from the original game completely from scratch to take advantage of the PS4.

The new game ties more closely to the storyline of the film while also completely re-working the combat and game play to reflect a modern *Ratchet & Clank* design ethos. While the team had lots of reference from having made the original game in 2002, all the assets had to be re-built. For the first time, assets moved fluidly between game and film; game assets fleshed out the film, and vice-versa. That collaboration left less production concept art for re-imagining, as the original 2002 game drove the look of many of the concepts.

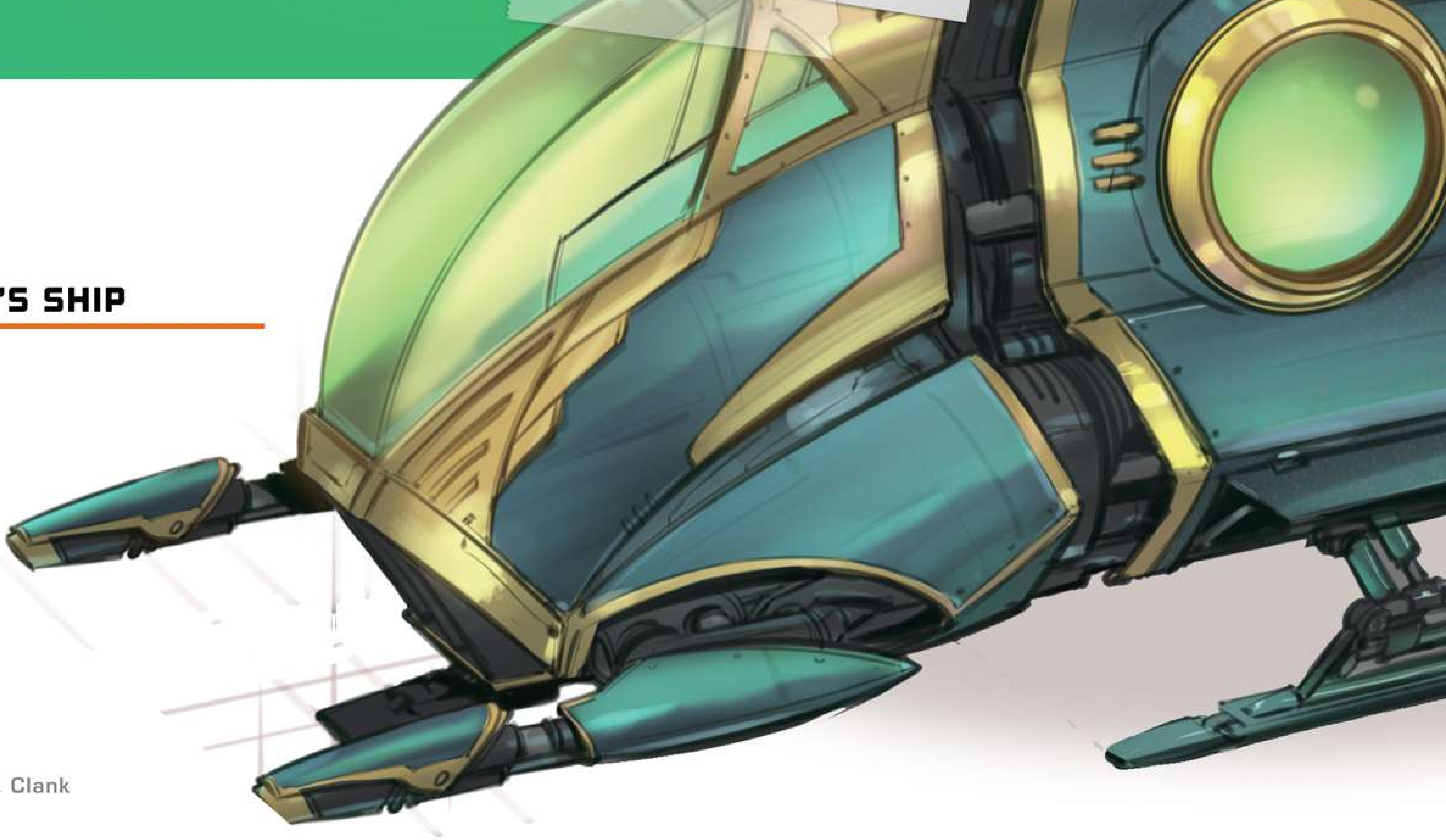
The game was a smash critical and commercial hit, and the future remains bright for Ratchet and Clank as they head toward the completion of their second decade.

PS4 2016

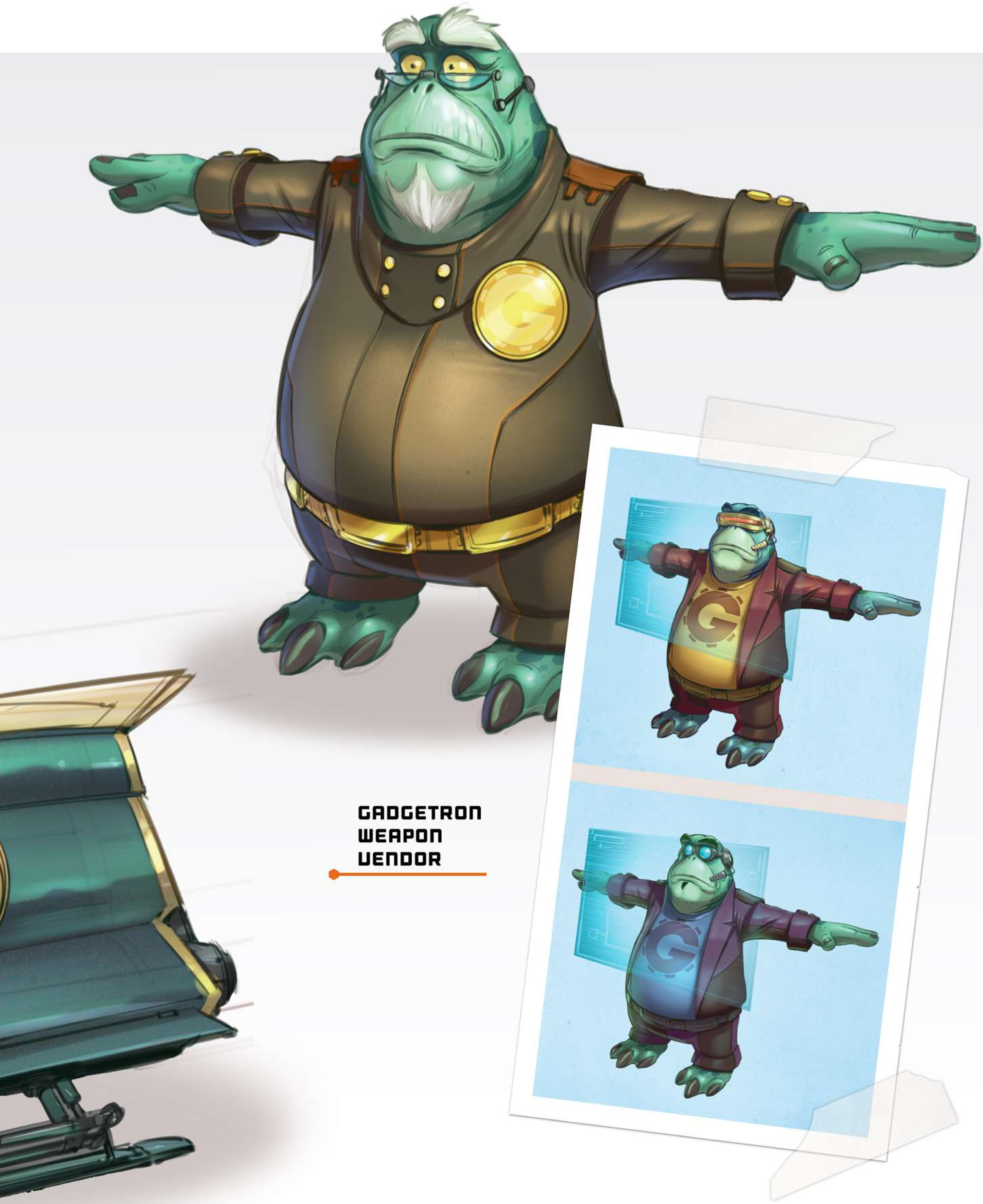




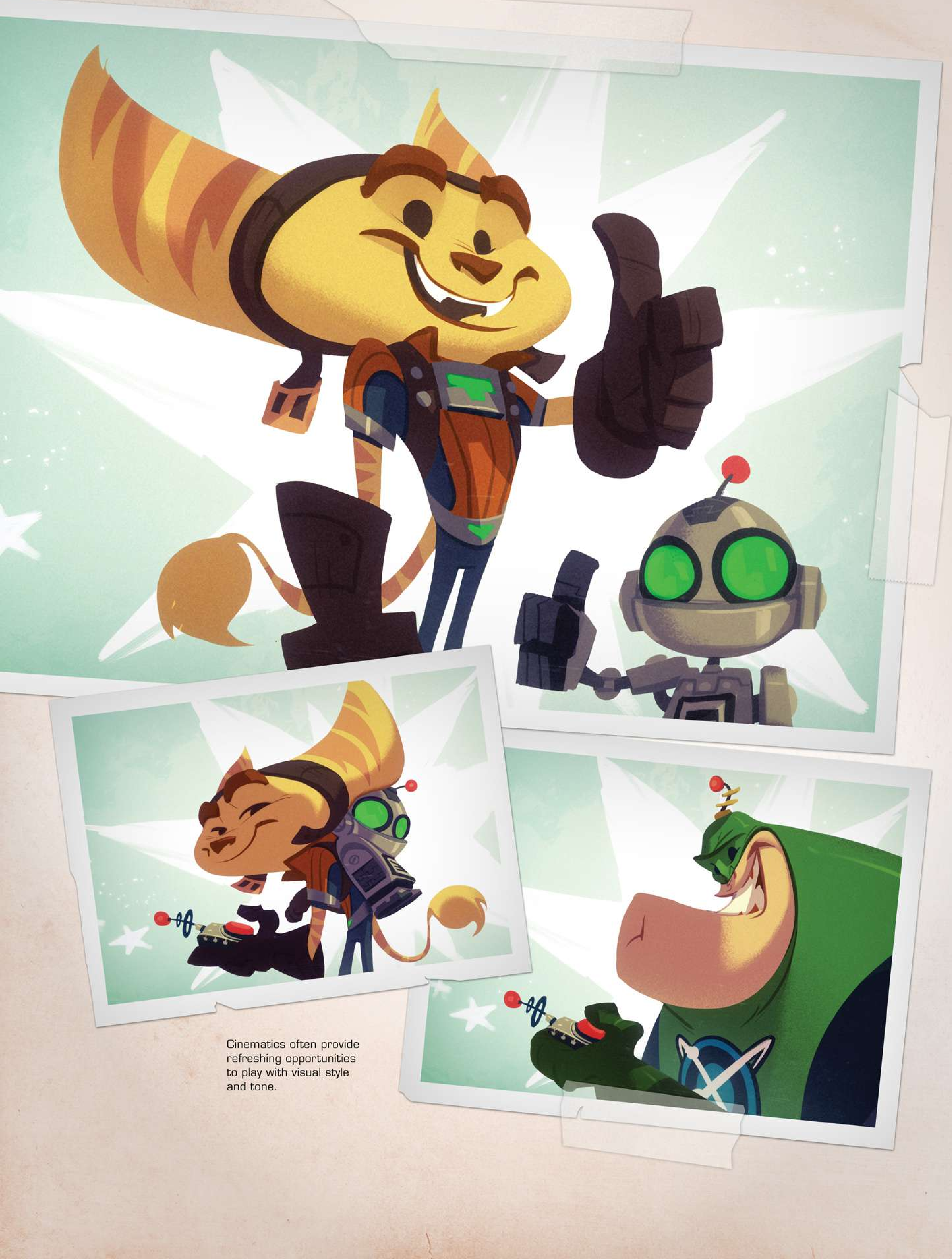
MAYOR ABNER BUCKWASH



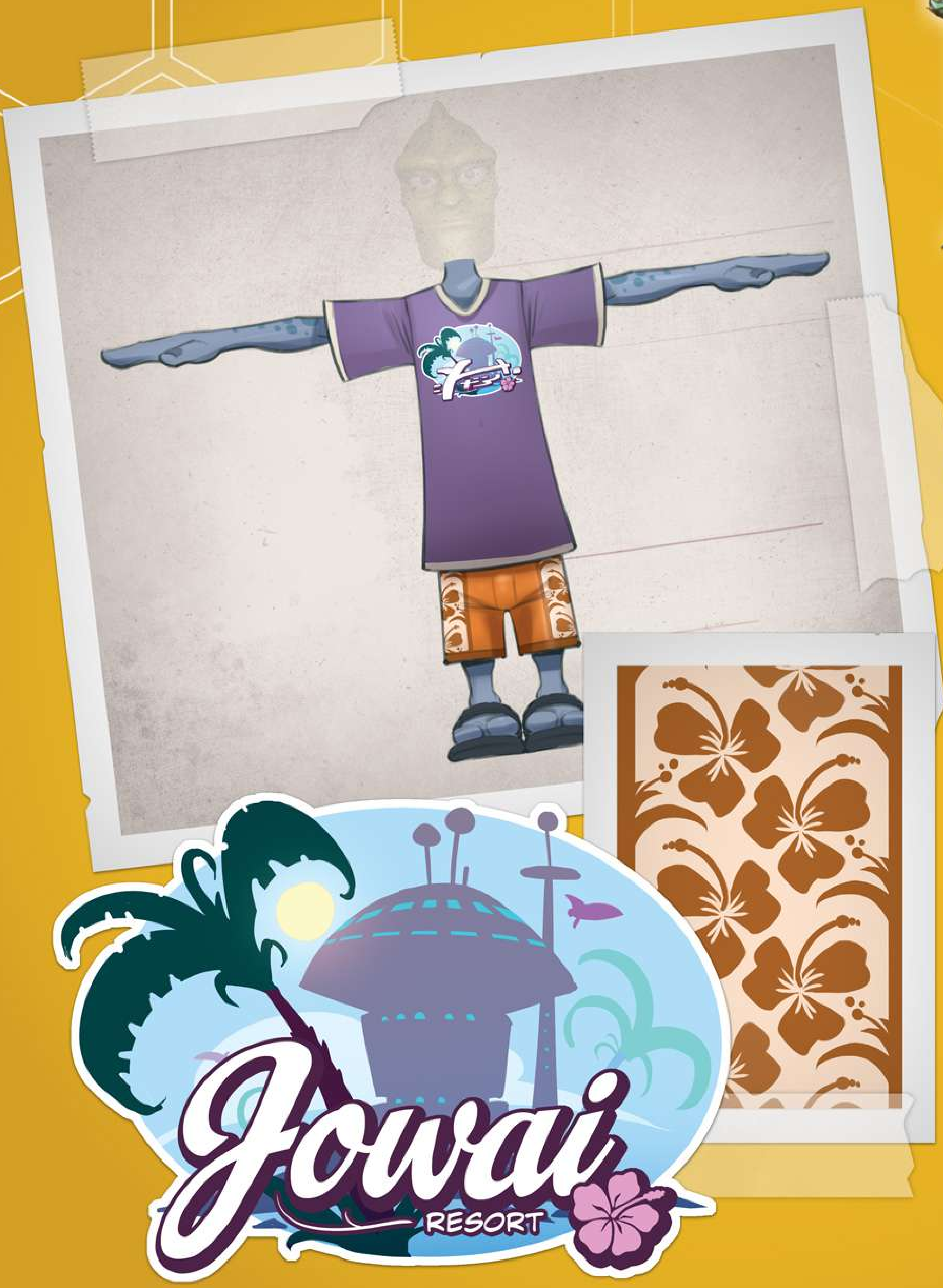
THE MAYOR'S SHIP

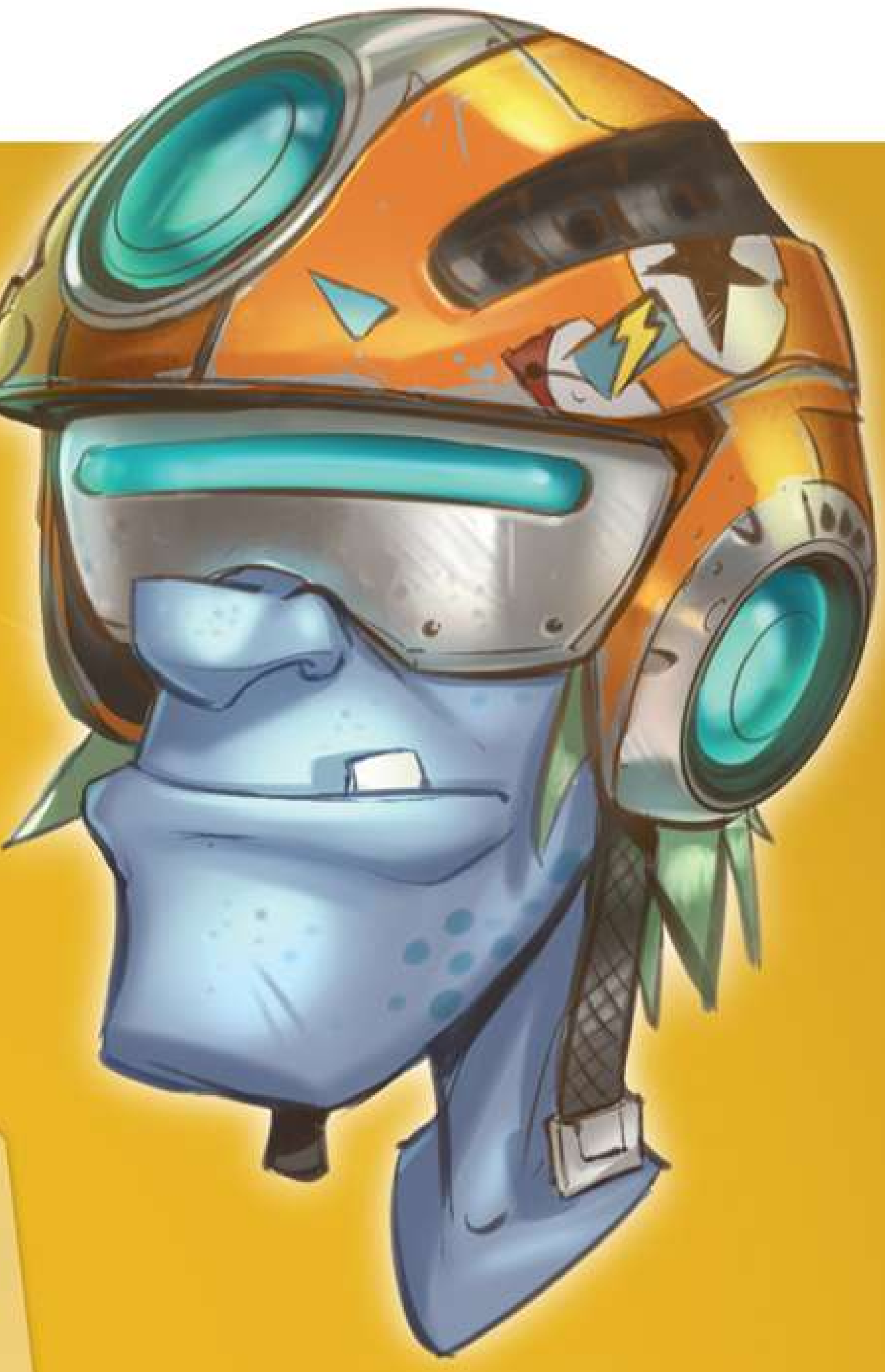


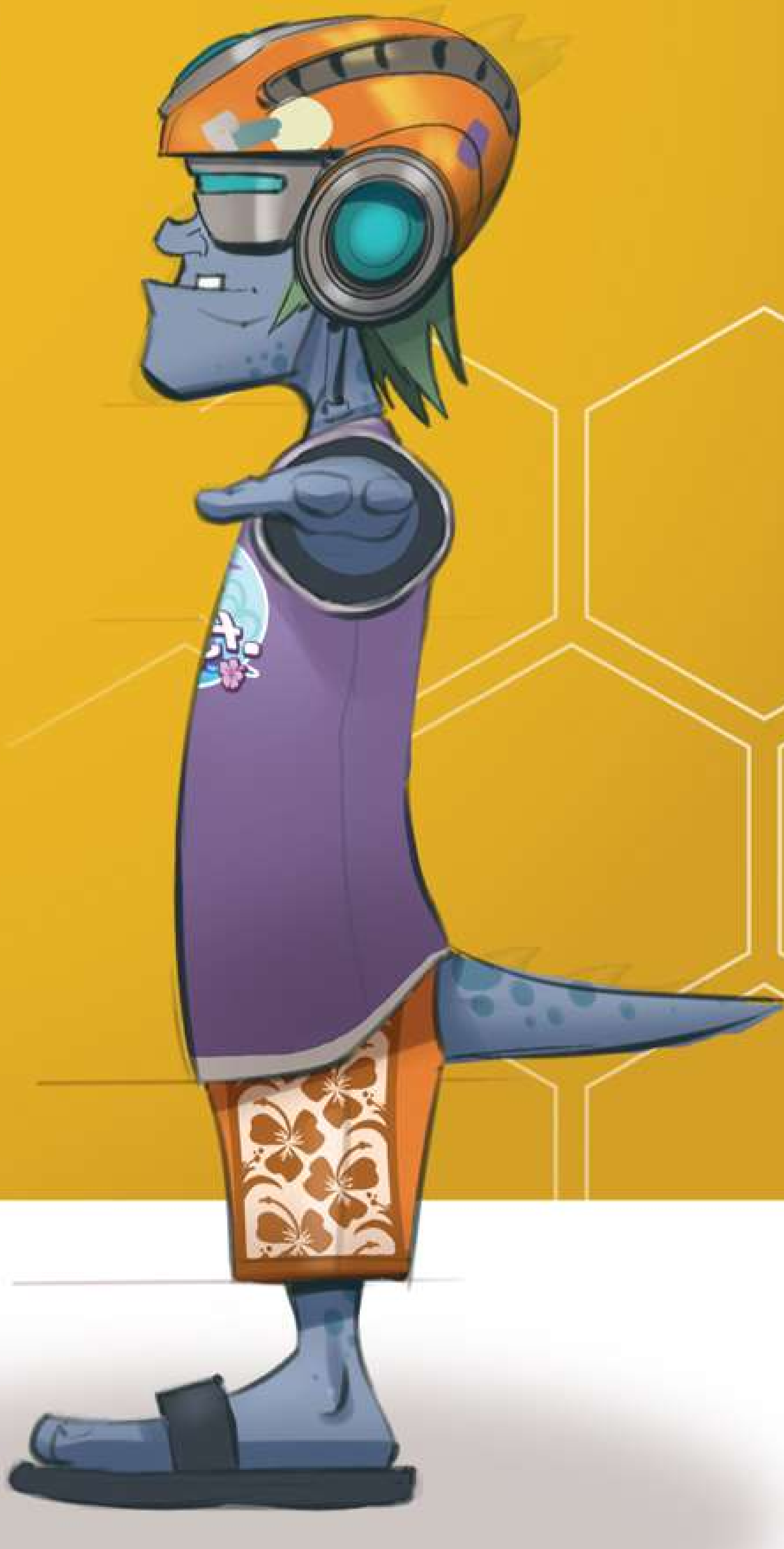
GADGETRON WEAPON VENDOR



Cinematics often provide refreshing opportunities to play with visual style and tone.

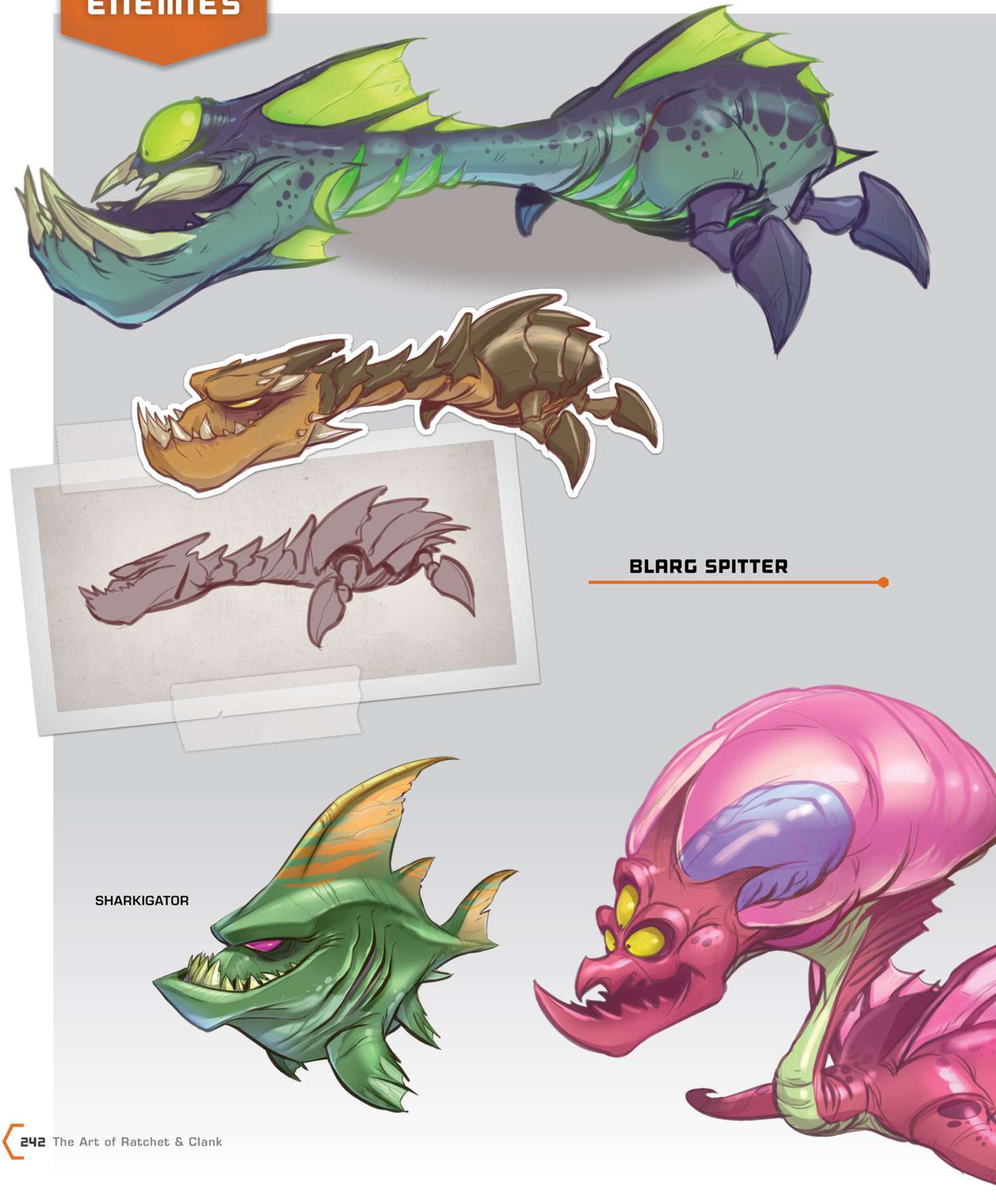






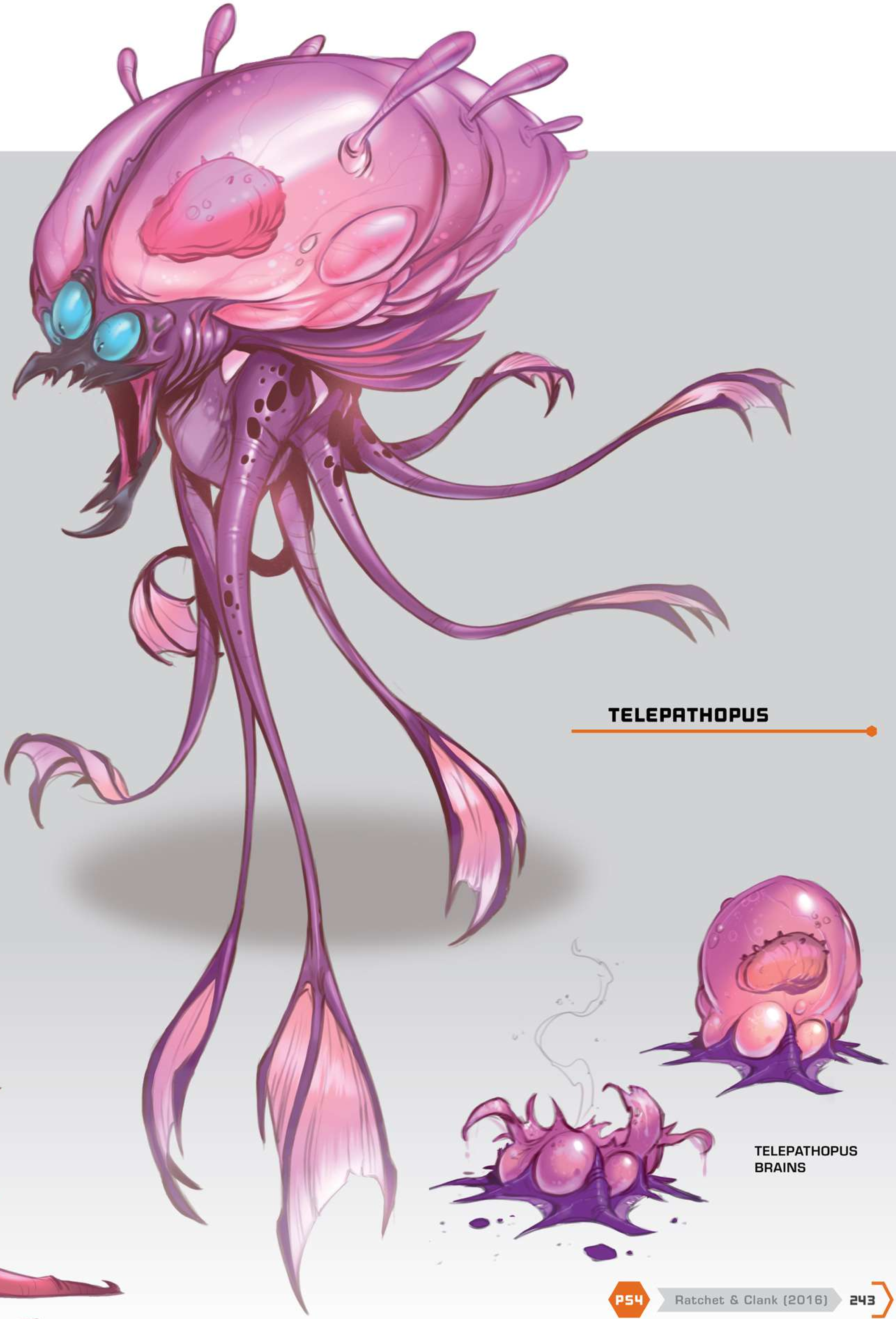
HOVERBOARD RACER

Reimagining Ratchet's hoverboard racing wouldn't be complete without the other competitors and their surf inspired clothing options.



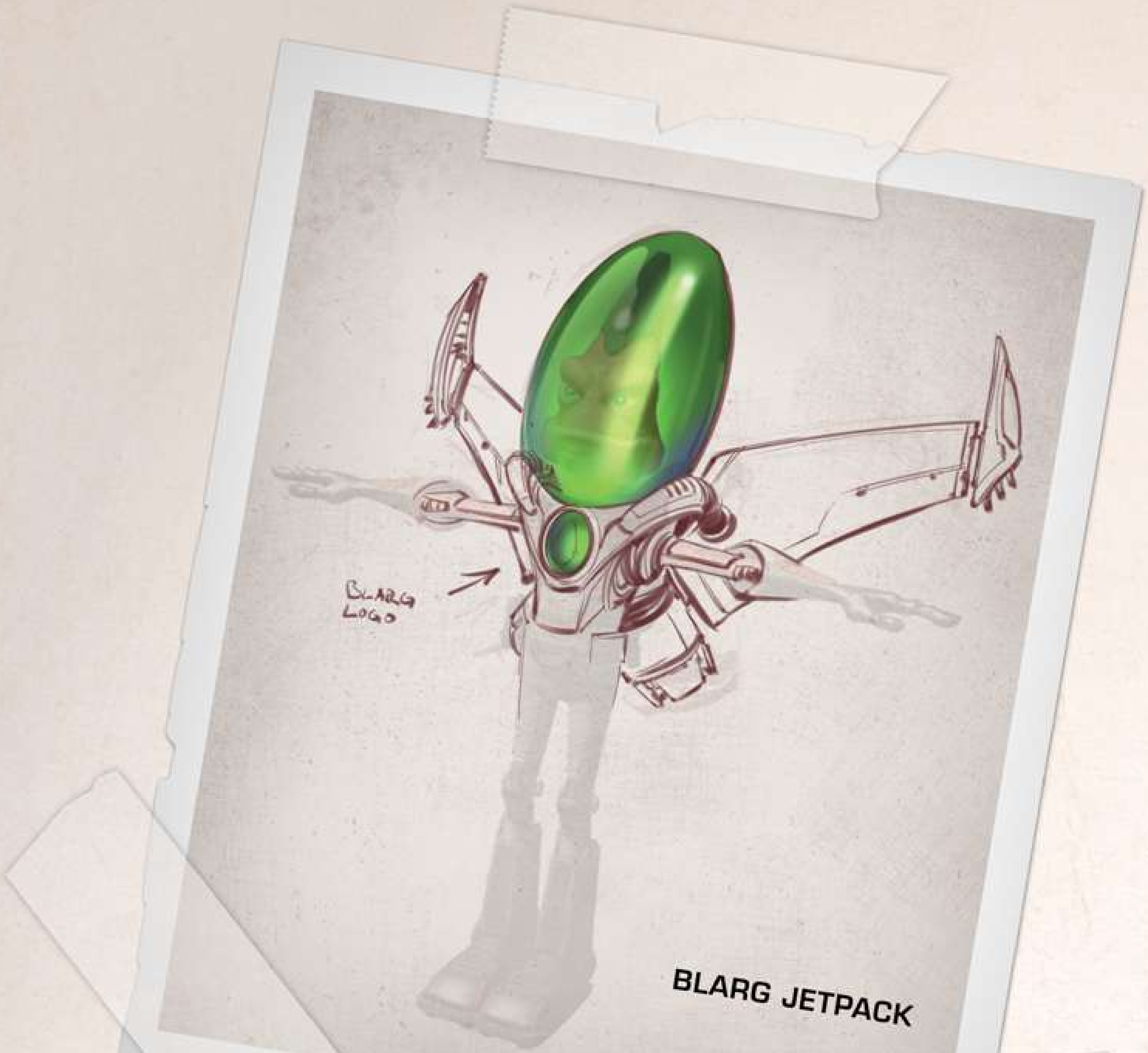
BLARG SPITTER

SHARKIGATOR

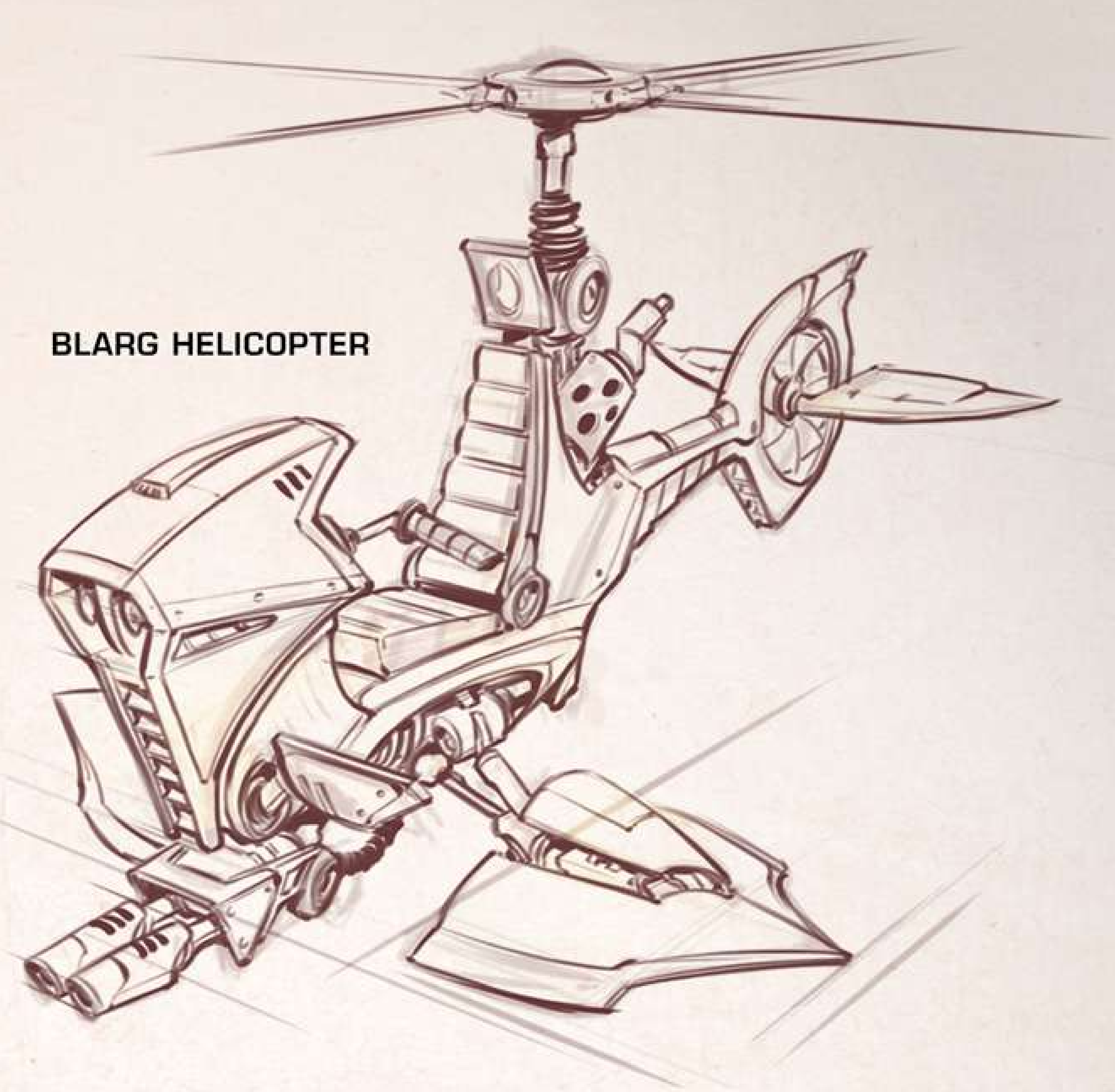


TELEPATHOPUS

TELEPATHOPUS
BRAINS

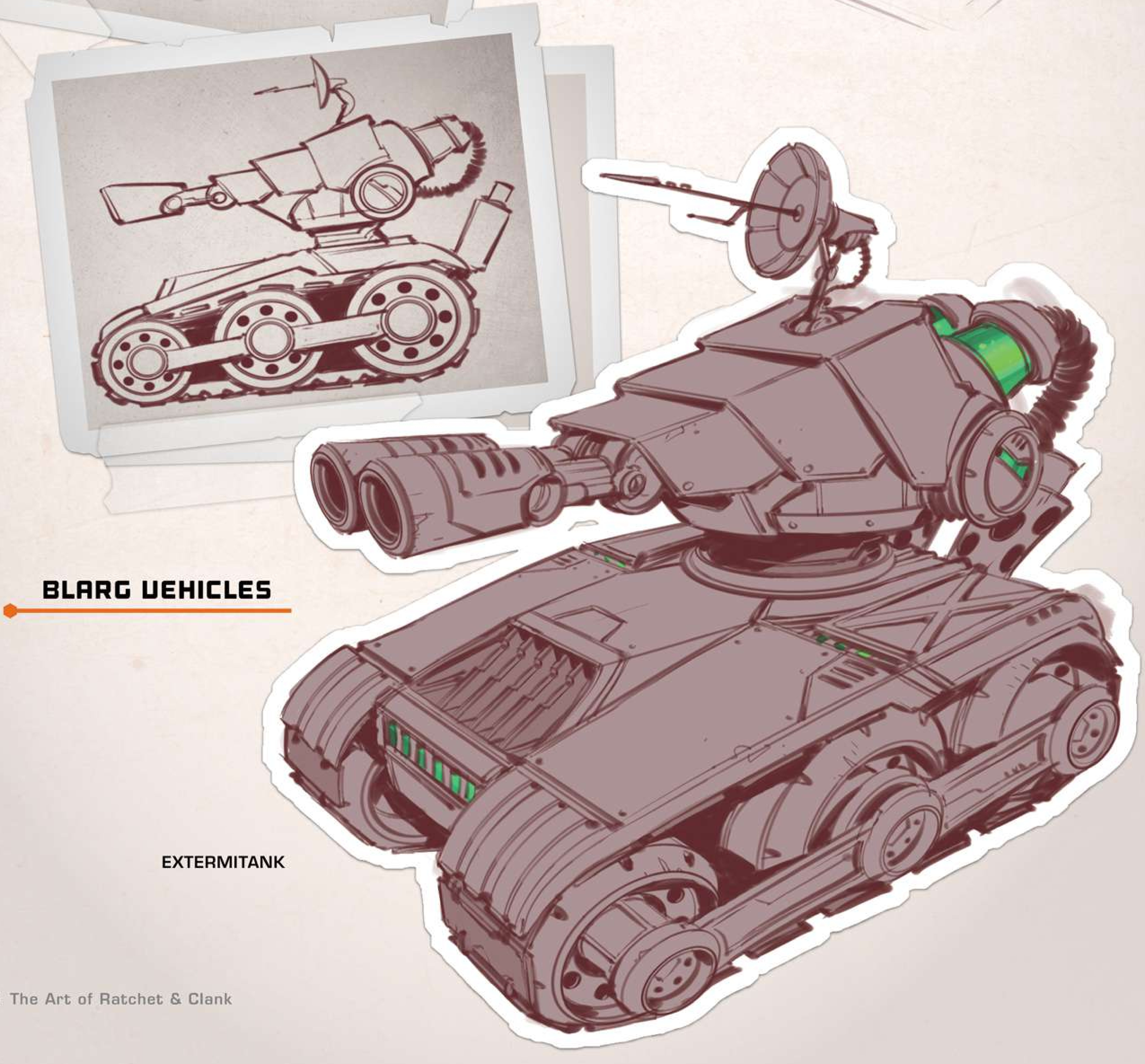


BLARG JETPACK

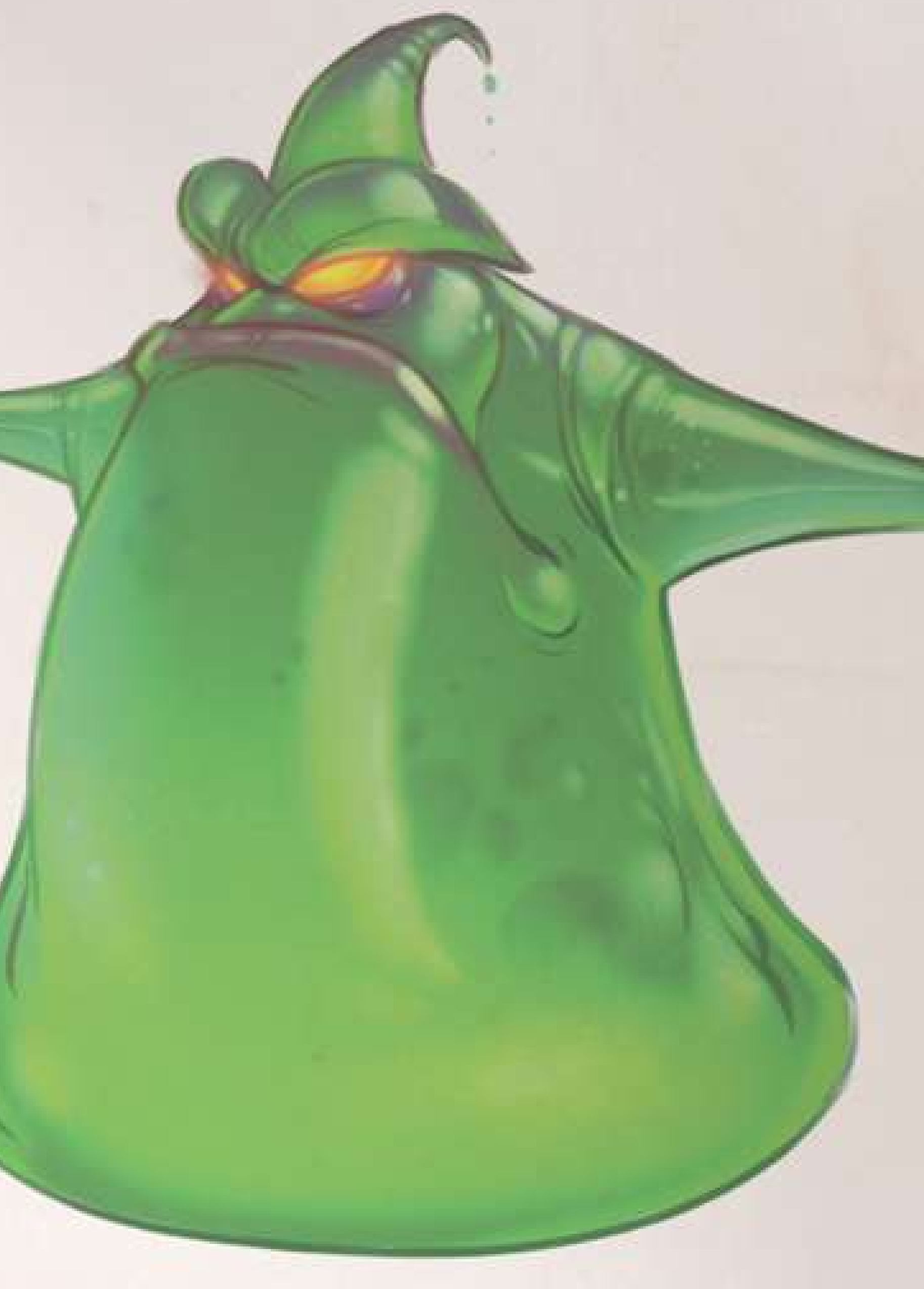


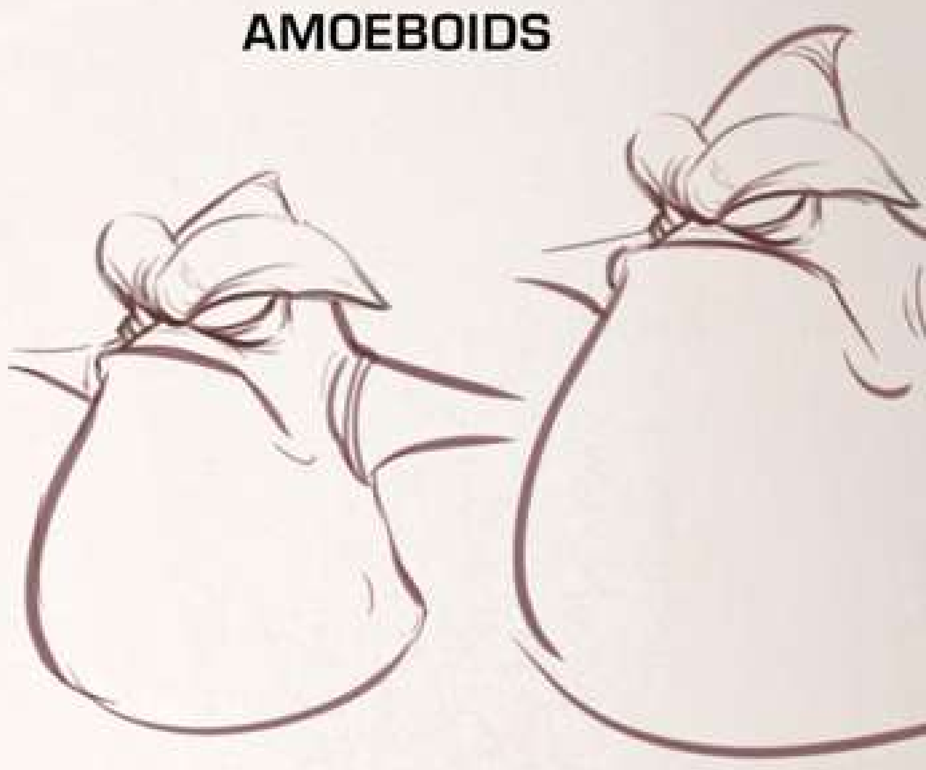
BLARG HELICOPTER

BLARG VEHICLES

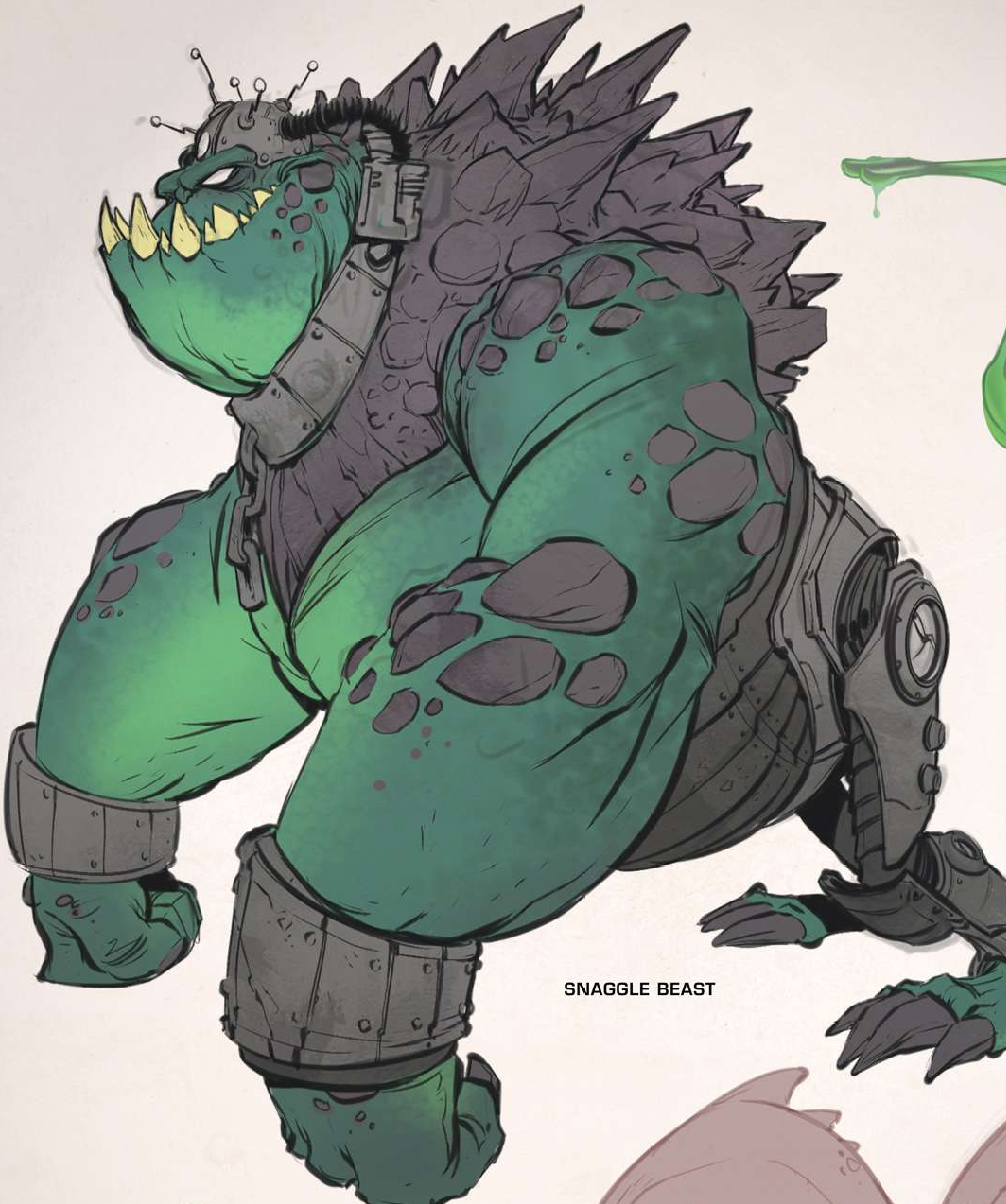


EXTERMITANK

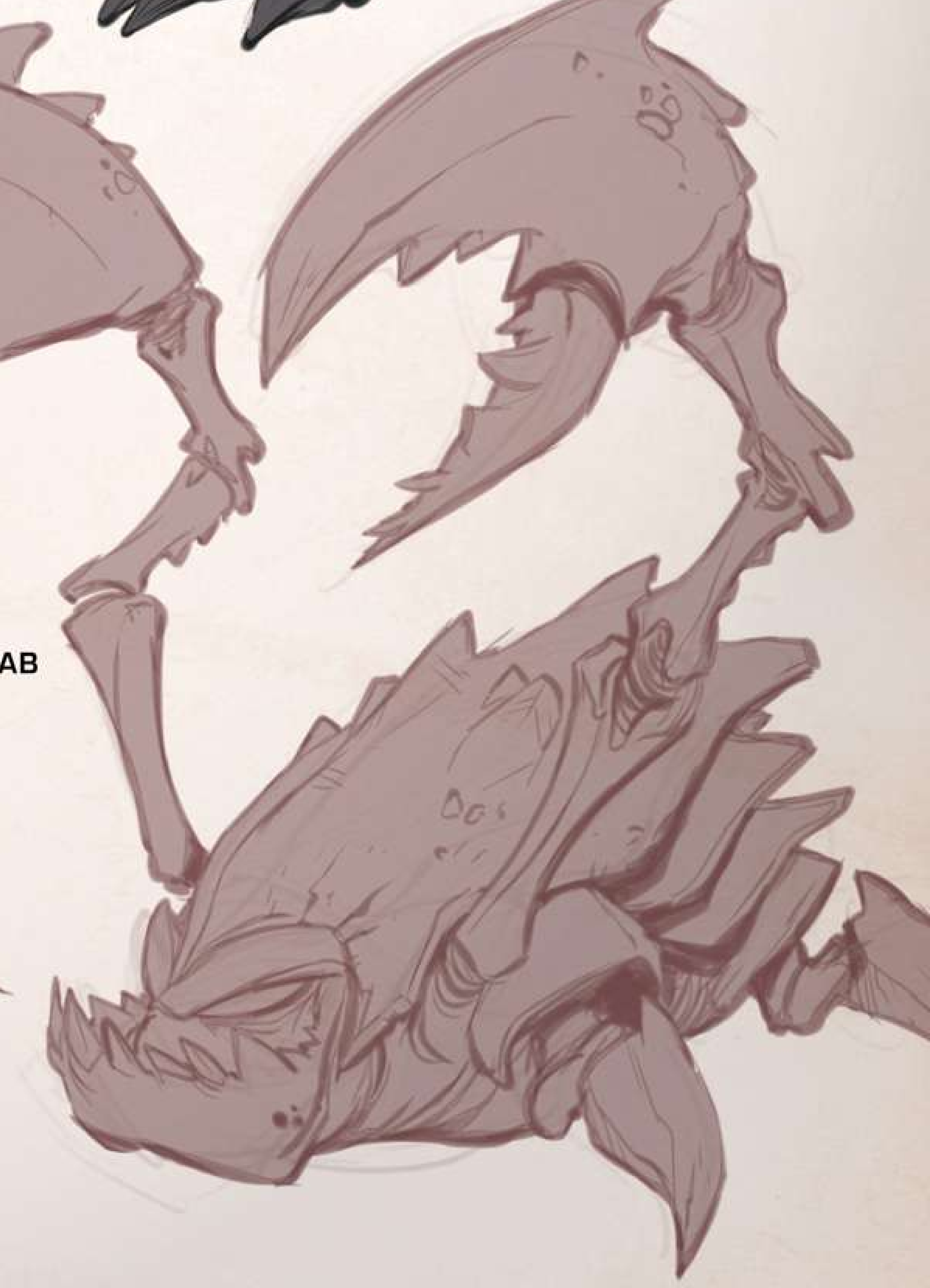




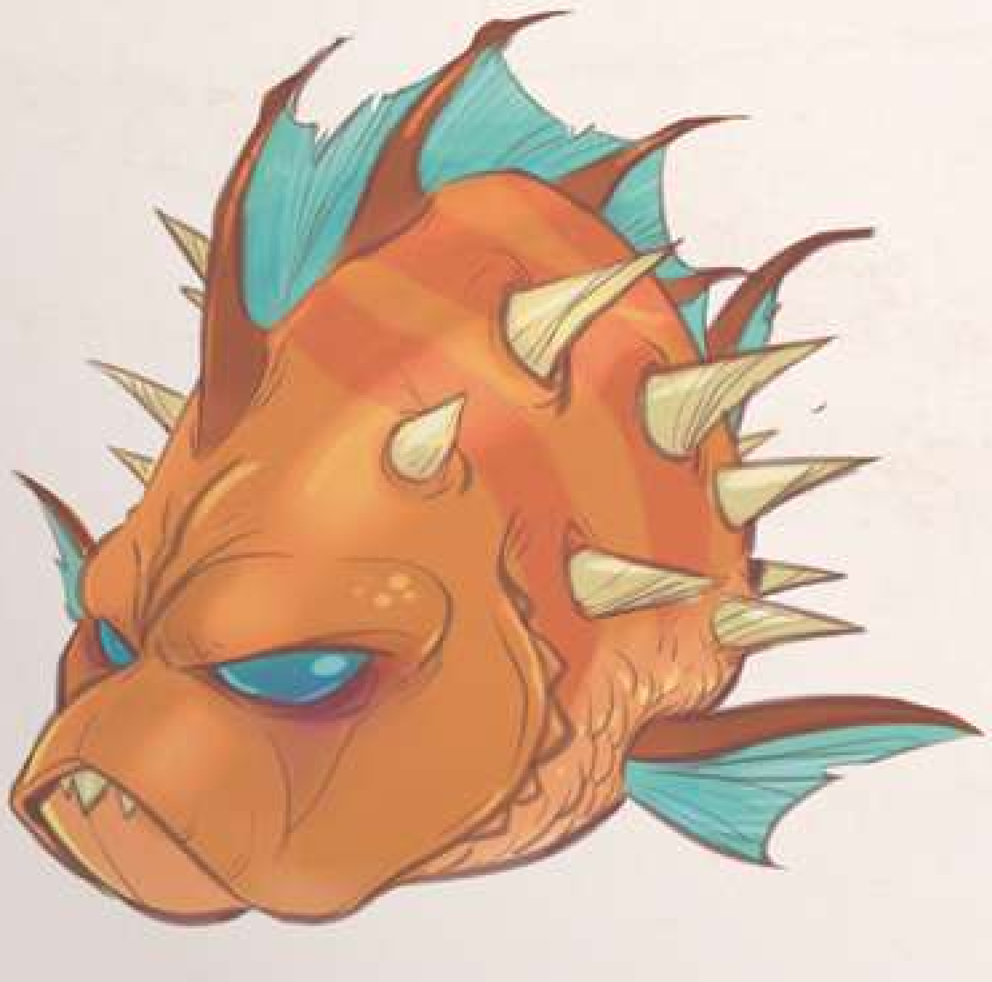
AMOEBOIDS



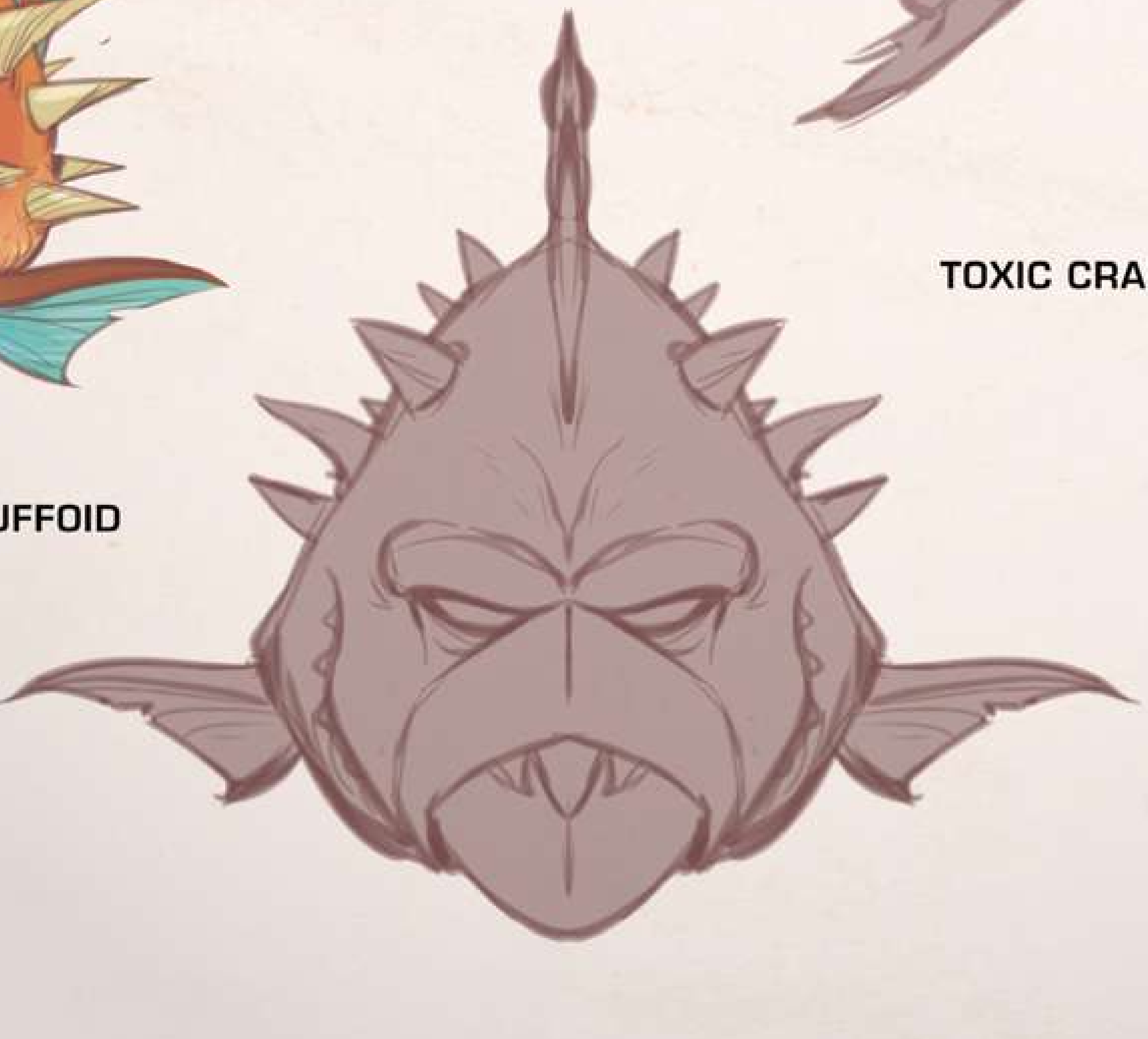
SNAGGLE BEAST



TOXIC CRAB



PUFFOID



AFTERWORD

ONE thing comes to mind when I flip through these images: *Seriously? We get to do this for a living?*

All of us grew up drawing aliens, robots, and spaceships in the margins of our notebooks. *Ratchet & Clank* represents our steadfast refusal to grow up, a sort of Peter Pan bid for eternal youth via space cars and interplanetary travel.

Take sci-fi conventions. Add inspiration from unexpected sources. Render these with chunky shapes and painted metal. You might end up with a Kerchu Roller, or a Plasma Beast launcher, or Copernicus Leslie Qwark. You might end up with a whole galaxy.

It's hard work. We relentlessly push ourselves to improve, but it's also fun work. We're completely uninhibited; I mean, we have to be. Our inner nine-year-olds are holding the pencil, taking us back to where we started, imagining the future.

CHAD DEZERN
North Carolina Studio Director
Insomniac Games

CELEBRATE FIFTEEN YEARS

of adventuring across the stars, kicking butt and taking names with the most unlikely heroes in the cosmos!

Ratchet and Clank have rescued innocent civilizations, taken down evil corporations, defeated robot armies, incited space prison breakouts, and even colluded with interstellar pirates! Now, Dark Horse Books and Insomniac Games proudly offer a look back at the history of the iconic series in a Qwark-tastic collection of never-before-seen concept art and behind-the-scenes commentary chronicling eleven amazing games and the brilliant studio that created them!

DARK HORSE BOOKS
INSOMNIAC GAMES